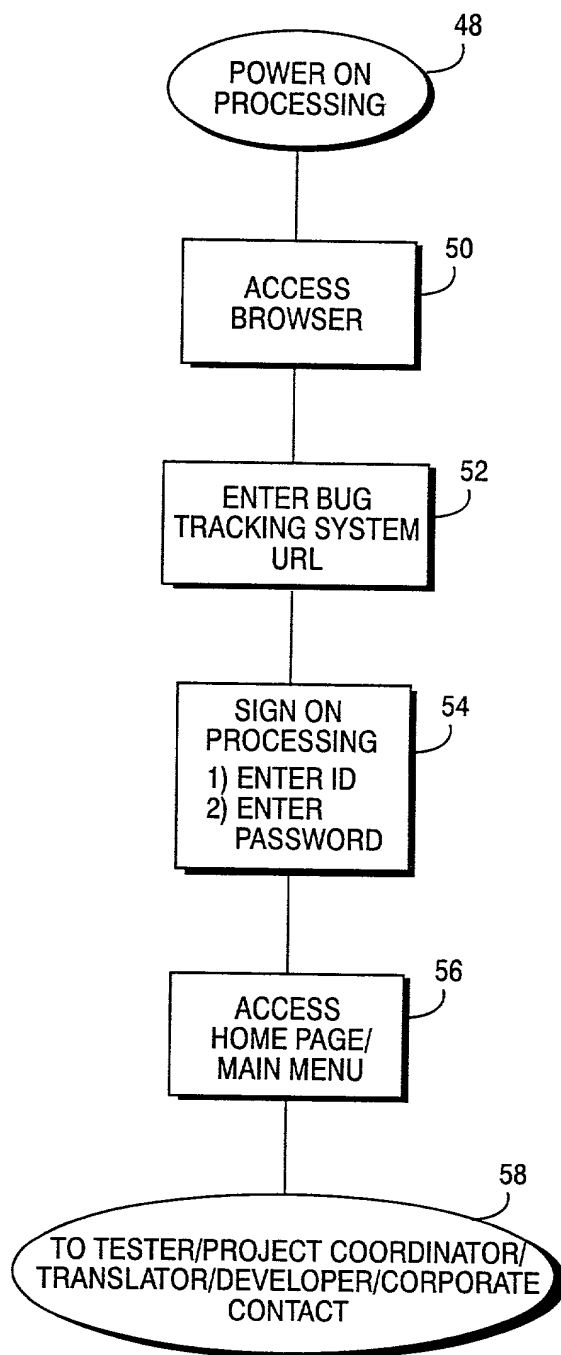


**Fig. 1**

**Fig. 2**



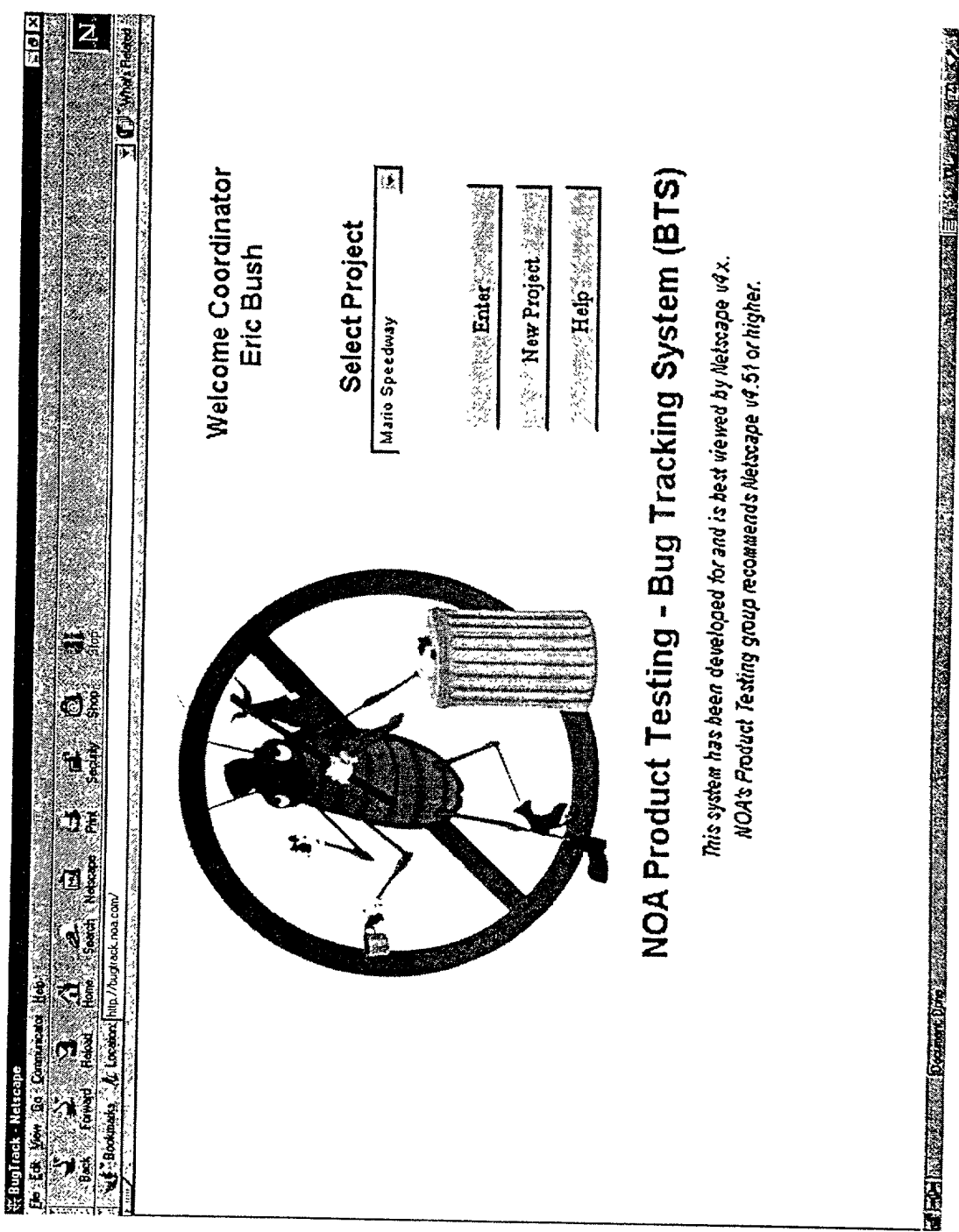
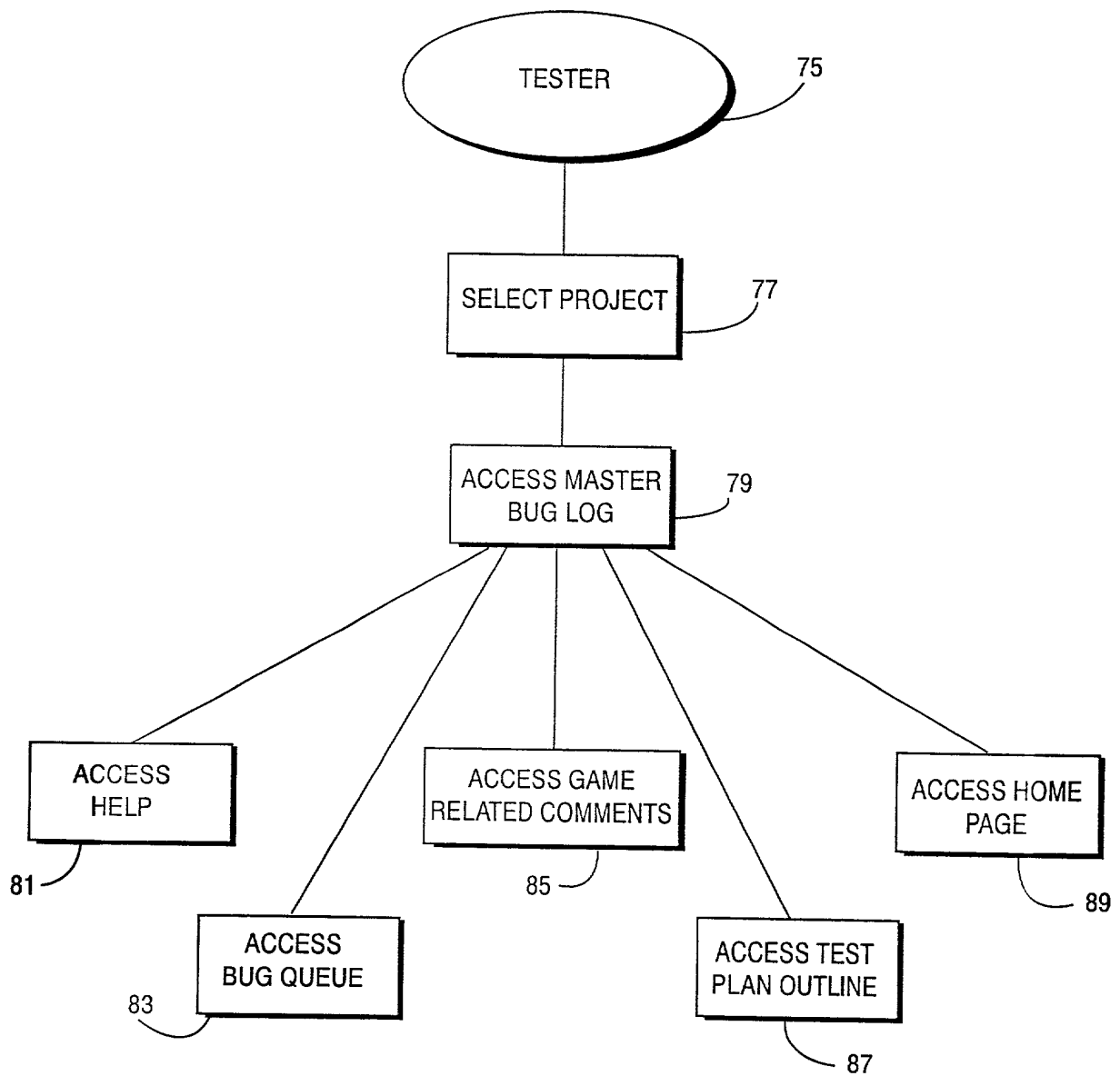


Fig. 3

**Fig. 4**





Master Bug Log - Netscape  
File Edit View Go Communicate Help

# Master Bug Log

The Master Bug Log is a collection of all bugs for a project that have been entered up to date. This only includes bugs that have been accepted after placed into Queue. The coordinator on the project views bugs in queue, then modifies and/or accepts them. The bugs are then placed into the master log.

## Available menu selections in "Master Bug Log":

	Edit	New	Copy	Prev	Next	Go To:	Sort	Submit	Refresh	List	Publish	Save	Cancel	Save&Prev	Save&Next	By Bug#	By Stage
<b>Edit</b>	Click <a href="#">here</a> to view detailed information on editing bugs. "Edit" allows the user to make changes to the currently displayed bug, project, test plan, etc. Selecting this will open the current subject (example: currently displayed bug) in an edit window for the user to modify as necessary.																
<b>New</b>	Click <a href="#">here</a> to view detailed information on the entering new bugs. "New" allows the user to add a new entry into the subject (i.e. a new bug into queue, a new test plan, etc.). Selecting this will open a blank edit window that the user may modify as necessary.																
<b>Copy</b>	Copy																
<b>Prev</b>	"Prev" is short for Previous. Selecting this will move the user to the previous bug, test plan, comment, etc.																
<b>Next</b>	Selecting "Next" will move the user to the next bug, test plan, comment, etc.																
<b>Go To</b>	"Go To" and it's associated entry box is used to immediately skip to an entry by using it's number. Example: If the user is in the master bug log, and enters the number 15 into the entry box, then presses <Enter> or clicks on "Go To," they will be brought to bug number 15.																
<b>Sort</b>	Click <a href="#">here</a> to view detailed information on sorting. "Sort" is used to search for certain types of bugs (i.e. search by date, by status, by stage number, etc.).																
<b>Submit</b>	After entering the proper sort information, the tester/coordinator needs to select "Submit" to view the bugs that the sort finds.																
<b>Refresh</b>	"Refresh" is used to reload the entire Bug Tracking System. This should be done when the user wants to view all the most recent changes to the system after changes have been made. A user may enter or change a bug, comment, test plan, etc., and then not see changes until the system is refreshed. This should be done periodically to ensure the most recent information is being viewed.																
<b>Publish</b>	"Publish" is used when the coordinator wants to make all new bugs in the master bug log viewable to outside developers.																
<b>Save</b>	Selecting "Save" will save all the changes the user has made in the currently opened field. This option needs to be selected each time user adds, changes, or updates a field.																
<b>Cancel</b>	The "Cancel" option is typically found along with the "Save" option. Cancel should be chosen if the user decides that he/she does not want to save the new entry or changes into that field. Cancel should send the user back to the previous topic.																

Fig. 6

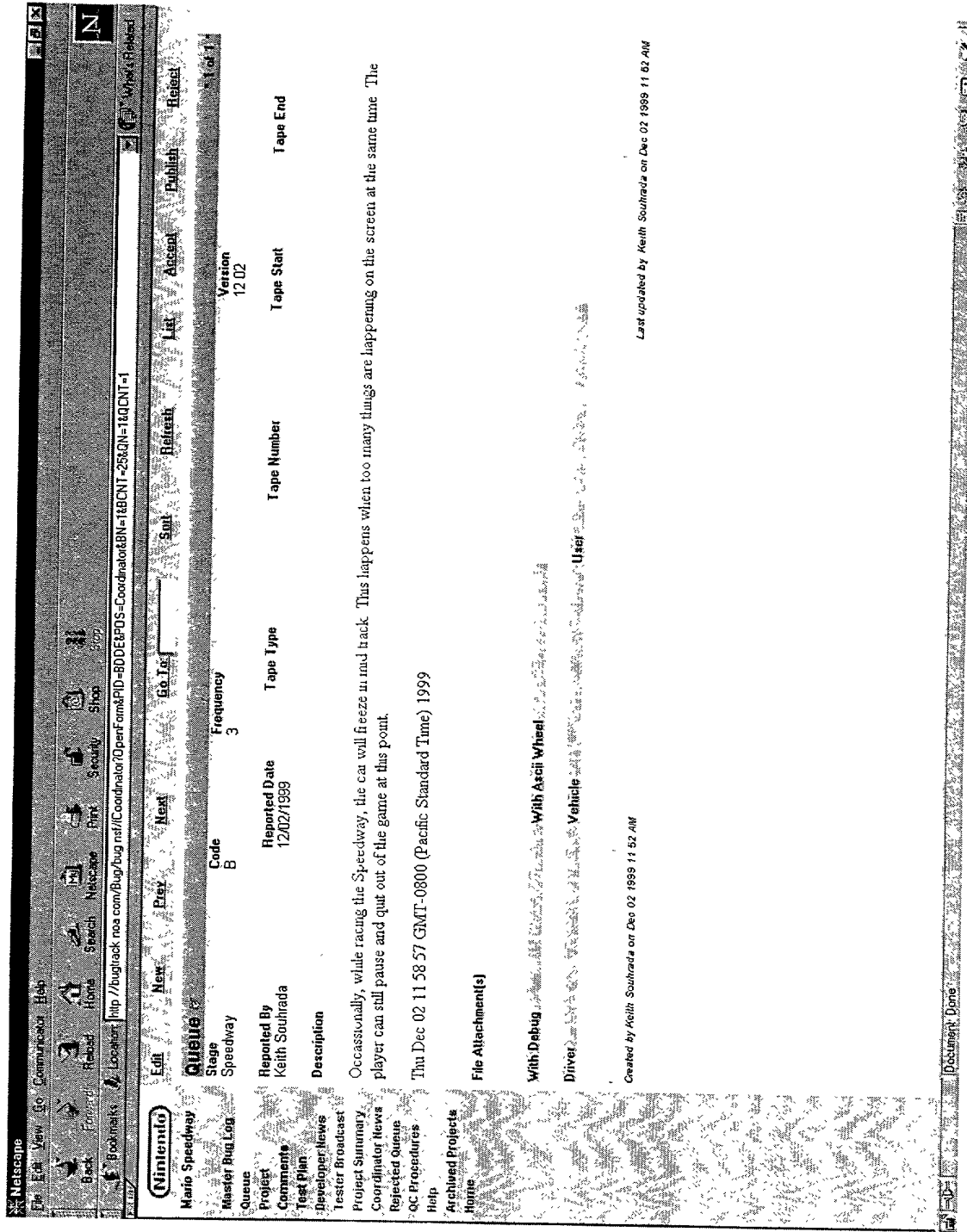


Fig. 7

**Queue**

Queue is a collection of all bugs entered by testers on a project. These are bugs in queue waiting to be accepted by the project coordinator. The coordinator on the project views bugs in queue, then modifies and/or accepts them. The bugs are then placed into the master log. All bugs entered by a tester are to be entered in Queue first.

### Available menu selections in "Queue":

	Edit	New	In Work	Prev	Next	Go To:	Sort	Submit	Refresh	List	Accept	Publish	Reject	Save	Cancel
--	------	-----	---------	------	------	--------	------	--------	---------	------	--------	---------	--------	------	--------

**Edit** Click here to view detailed information on editing bugs. "Edit" allows the user to make changes to the currently displayed bug, project, test plan, etc. Selecting this will open the current subject (example: currently displayed bug) in an edit window for the user to modify as necessary.

**New** Click here to view detailed information on the entering new bugs. "New" allows the user to add a new entry into the subject (i.e., a new bug into queue, a new test plan, etc.). Selecting this will open a blank edit window that the user may modify as necessary.

**In Work** "In Work" is used when a tester would like to enter some information into the bug log but would like to wait to submit it. This happens when the tester is dealing with more than one bug at a time. For example, the tester sees a bug and would like to enter it into "In Work" so that they don't forget about it, while working on another bug at the same time. This field hides the bug from view of the coordinator and other testers viewing the "Queue" log so that it will not get entered prior to finishing the bug. The tester may make changes to the bug in work until he submits it. \* This option is only available to testers on a project and will not appear to the coordinator.

**Prev** "Prev" is short for Previous. Selecting this will move the user to the previous bug, test plan, comment, etc.

**Next** Selecting "Next" will move the user to the next bug, test plan, comment, etc.

**Go To:** "Go To" and its associated entry box is used to immediately skip to an entry by using its number. Example: If the user is in the master bug log, and enters the number 15 into the entry box, then presses <Enter> or clicks on "Go To," they will be brought to bug number 15.

**Sort** Click here to view detailed information on sorting. "Sort" is used to search for certain types of bugs (i.e., search by date, by status, by stage number, etc.).

**Submit** After entering the proper sort information, the tester/coordinator needs to select "Submit" to view the bugs that the sort finds.

**Refresh** "Refresh" is used to reload the entire Bug Tracking System. This should be done when the user wants to view all the most recent changes to the system after changes have been made. A user may enter or change a bug, comment, test plan, etc., and then not see changes until the system is refreshed. This should be done periodically to ensure the most recent information is being viewed.

**List** "List" places all entries (bugs, comments, etc.) in that section in a list format. This allows the user to quickly view multiple entries rather than one entry at a time. The user is supplied with some basic information on each entry.

**Accept** "Accept" is used by a coordinator to accept the currently displayed bug in Queue and place it into the Master Bug Log. This option is only available to coordinators on the project.

**Fig. 8**





NetScape File Edit View Go Communicator Help

Back Reload Home Search Netscape Print Security Shop

http://bugzilla.mozilla.com/Bugzilla/Coordinator/UpdateOne?ID=80&DEPS=Coordinator&BI=1&CIT=2&QI=100&IT=1

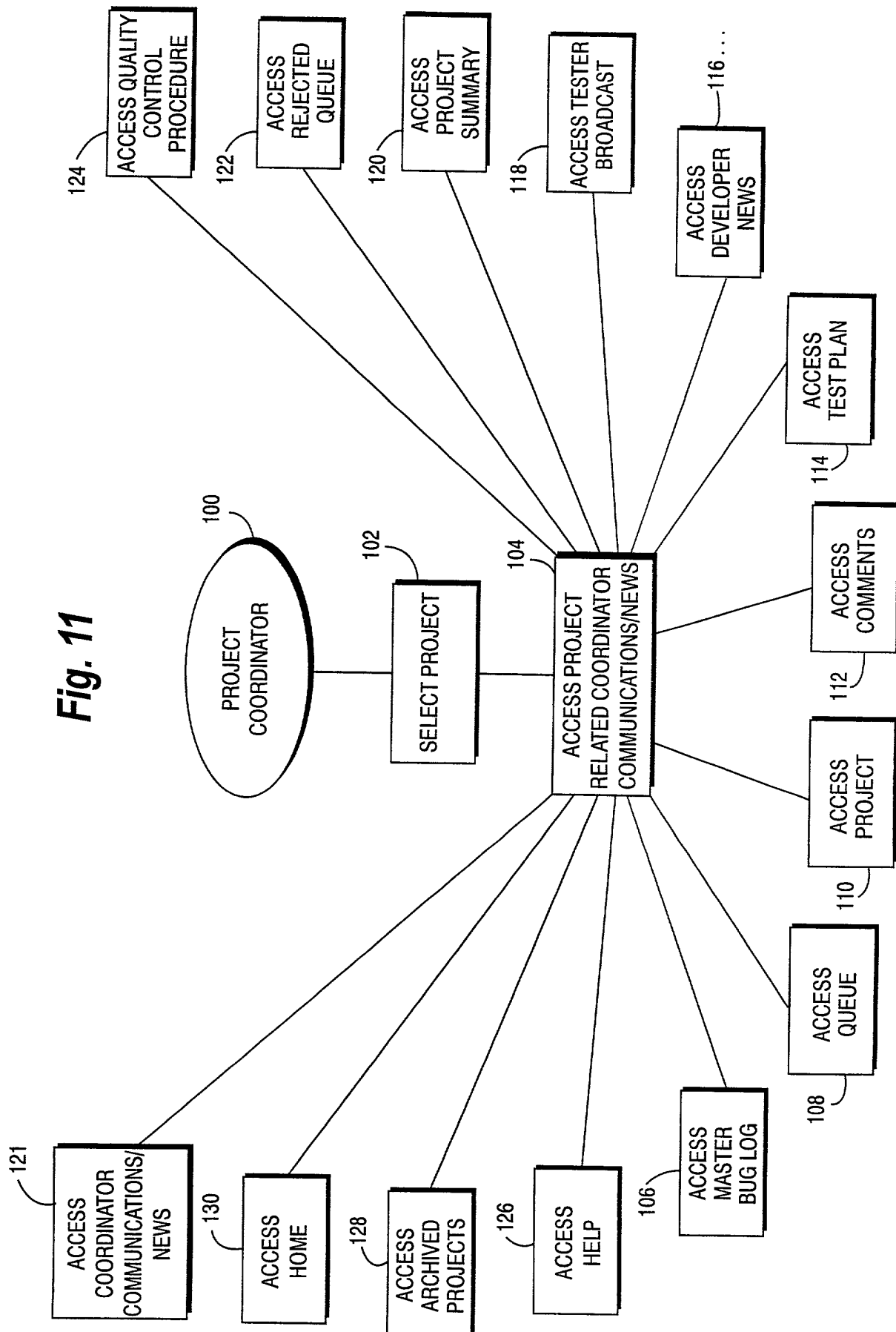
1 of 2

Print List

Edit	New	Prev	Next	Go To
<b>Test Plan</b> Project Name: Mario Speedway Developers: Kai Zeh, NCL One, NCL Three, NCL Two System: Nintendo 64				
<b>Accessories</b> N64 Expansion Pak Controller Pak Rumble Pak Transfer Pak Game Boy Camera (Transfer Pak required)				
<b>Nintendo Contacts</b> Hiw Ward				
<b>Version</b> 12.07				
<b>Number of Tests</b> 11				
<b>Backup Coordinator</b> Keith Souhrada				
<b>Approval Date</b> 3/2/2000				
<b>Status History Dates</b> 12/2/1999				
<b>Supervisor</b> Eric Bush				
<b>Status History</b> Open				
<b>Test Plan Detail</b> *While we have two versions being tested, PAL and NTSC, if a bug occurs on one of these games, have it also checked on the other version as well *Race through all modes with every vehicle, using each song on all of the tracks Do this in 1, 2, 3, and 4 player modes (No music in 3 or 4 player, but try to use all of the vehicles in each track in these modes) *Experiment with all of the options, game settings and vehicle adjustments *Explore off road and attempt to break boundaries or get stuck in walls, bridges etc *Try to come in different places (besides first) on each race *Check List sheet (Eric Bush) *Try pausing and pressing several buttons at once in various modes and races *Front End testing (ie mashing buttons, entering and exiting screens quickly, mashing buttons between two screens that have different music, etc) *Check for bad polygon tears and seams throughout all courses (this usually occurs near boundaries and bridges, but can be anywhere in the game) Jumping off of vehicle may produce seams as well *Press Reset often while playing and between screens when it's loading				

Document Done

Fig. 10



**Fig. 11**

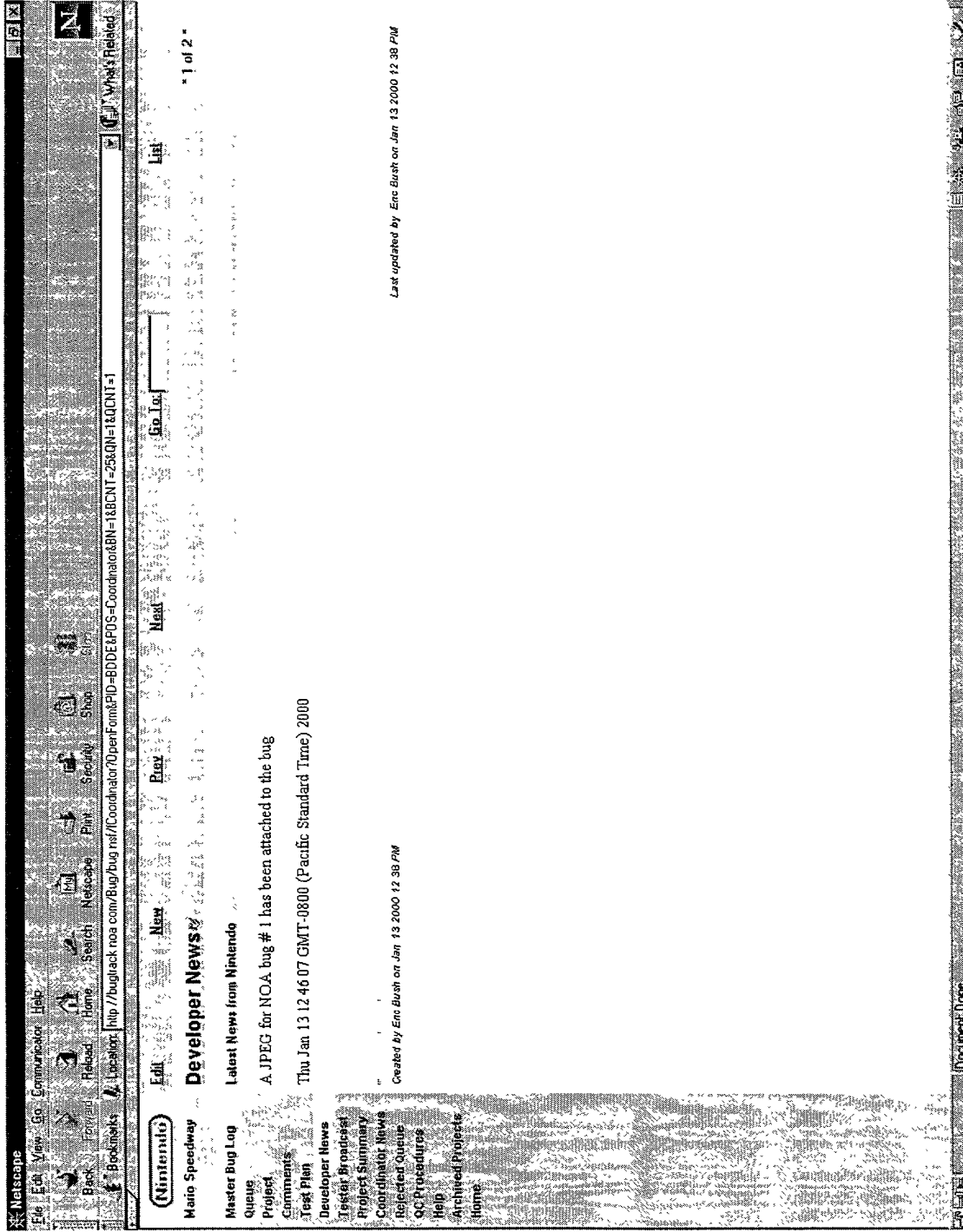


Fig. 12

NetScape File Edit View Go Communicator Help

Back Forward Reload Search Home Print Security Shop

Bookmarks Location <http://bugtrack.nintendo.com/Bug/Bug.nsf/Coordinator?OpenForm&PID=BDDE&POS=Coordinator&BN=1&CNT=2&ON=1&CNT=1> What's Related

---

**Nintendo** Save Cancel

**Maino Speedway** Project Name:  Project Status:  System:

**Master Bug Log** Queue Project Comments Test Plan Developer News Tester Broadcast Project Summary Coordinator News Rejected Outlines QC Procedures Help Archived Projects Home

**Update Current Version** [03 20] Version History: 03 20, 03 14, 03 14, 07/13/2000 12 13 PM

**Supervisor**  Date: 06/08/2000 01 26 PM, 07/13/2000 12 13 PM

**Coordinator(s)**

**Backup Coordinator(s)**

**Additional Coordinators for Security**

**Nintendo Contacts**

**Testers**

**Translators**

**Approval Date**

**Project Start Date**

**Release Date**

**Translation Needed?** ☐ Yes ☒ No

**Bug Statuses**

**Default Contacts**

**Contact Info**

**Stages**

Fig. 13A



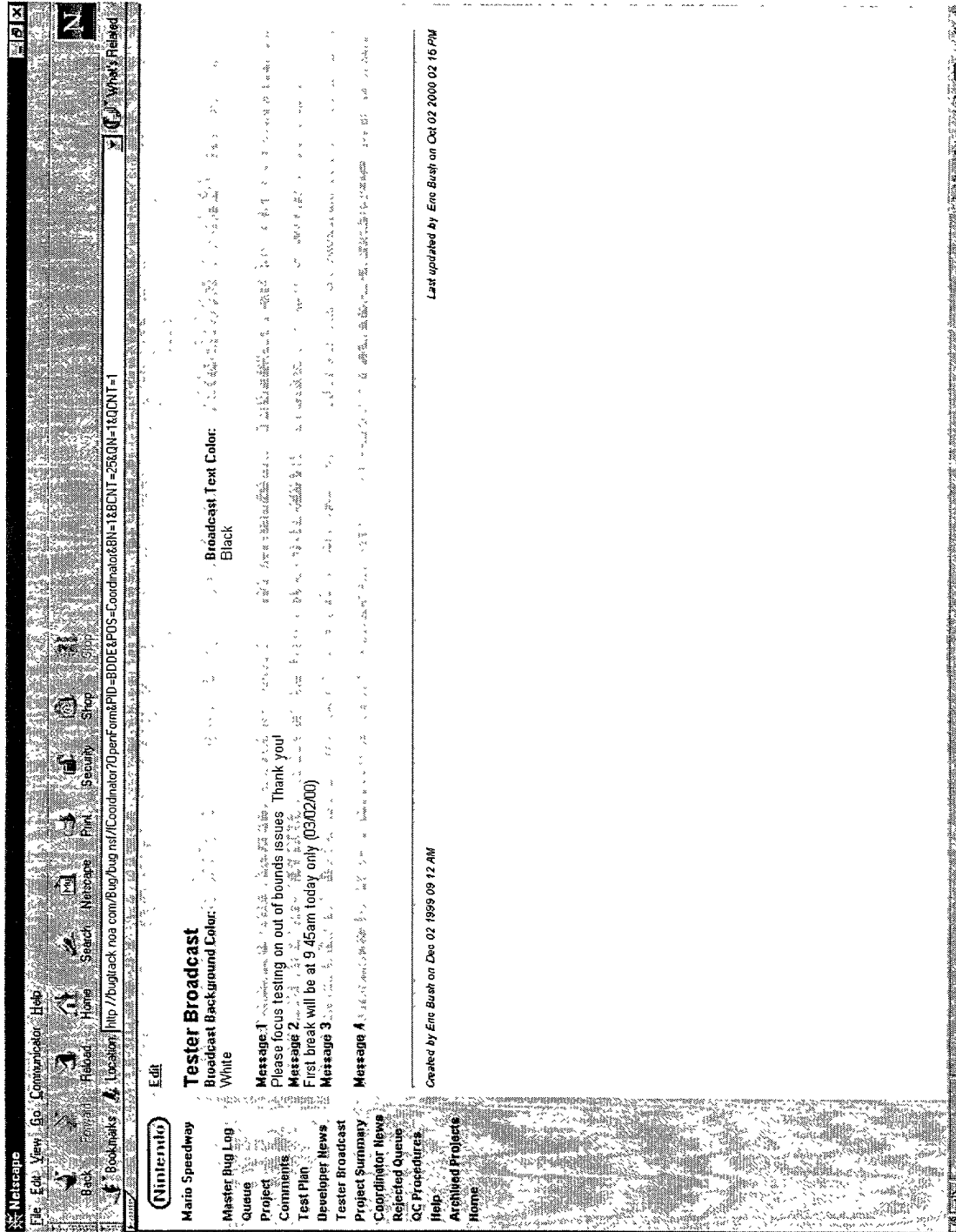


Fig. 14

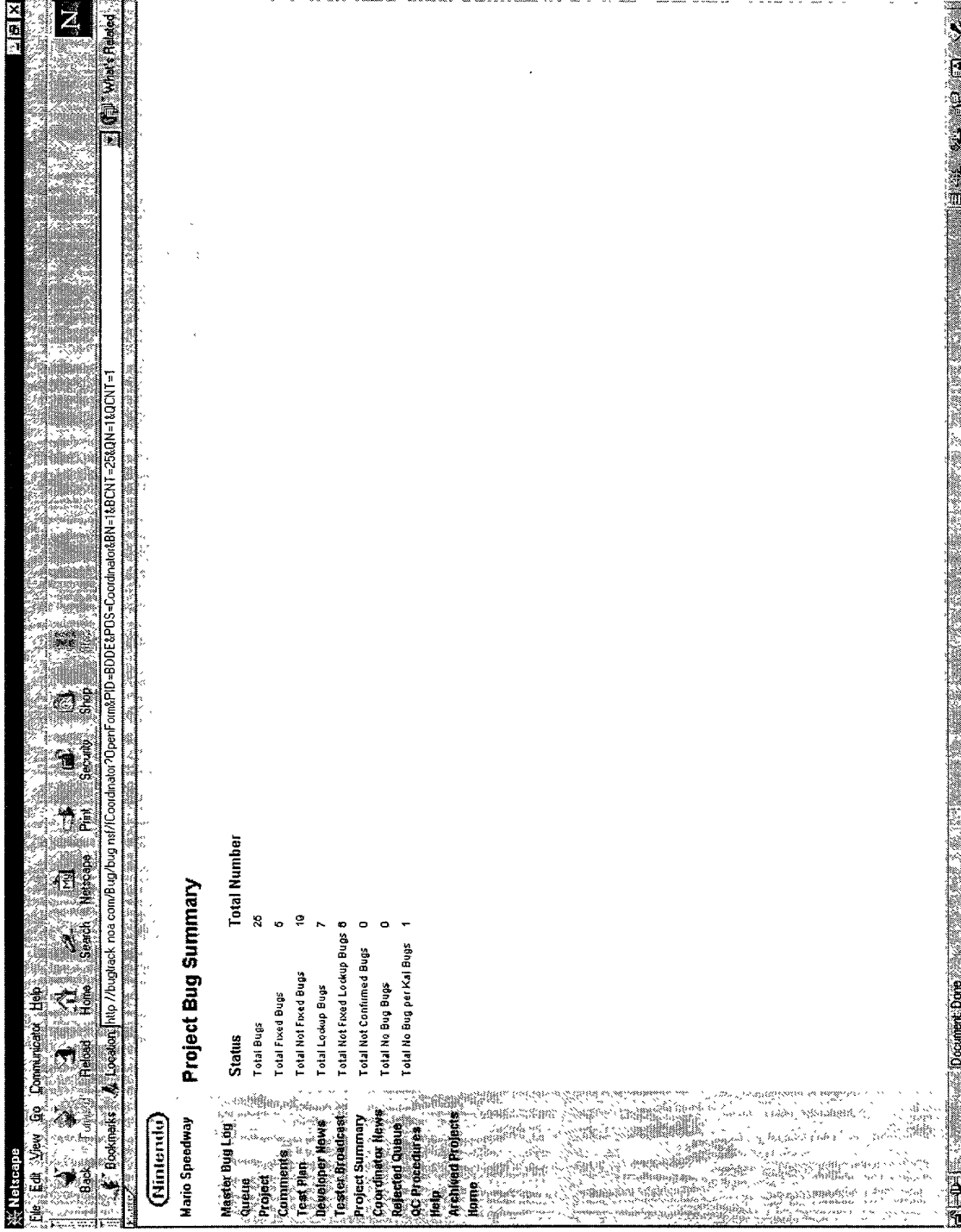


Fig. 15



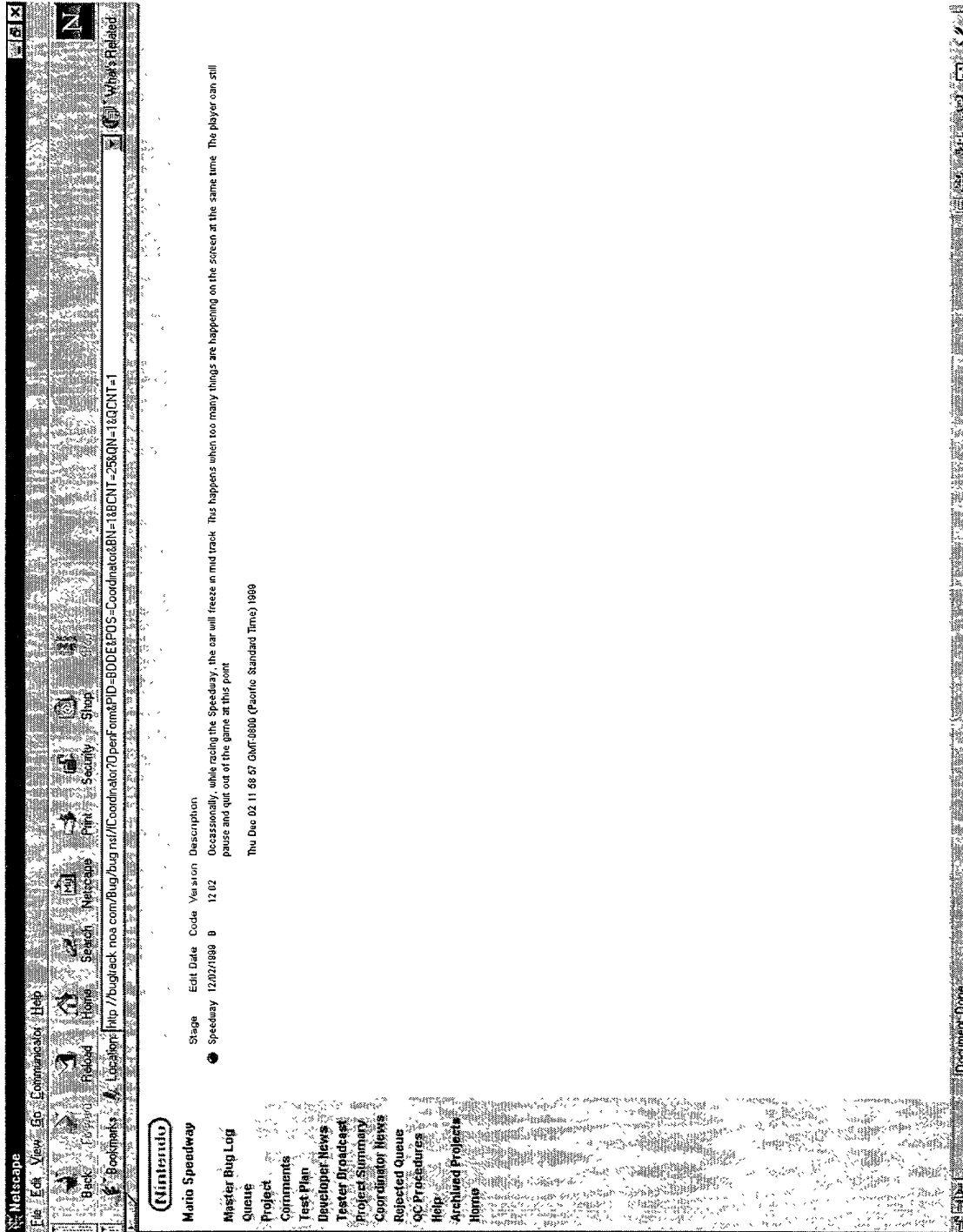


Fig. 16

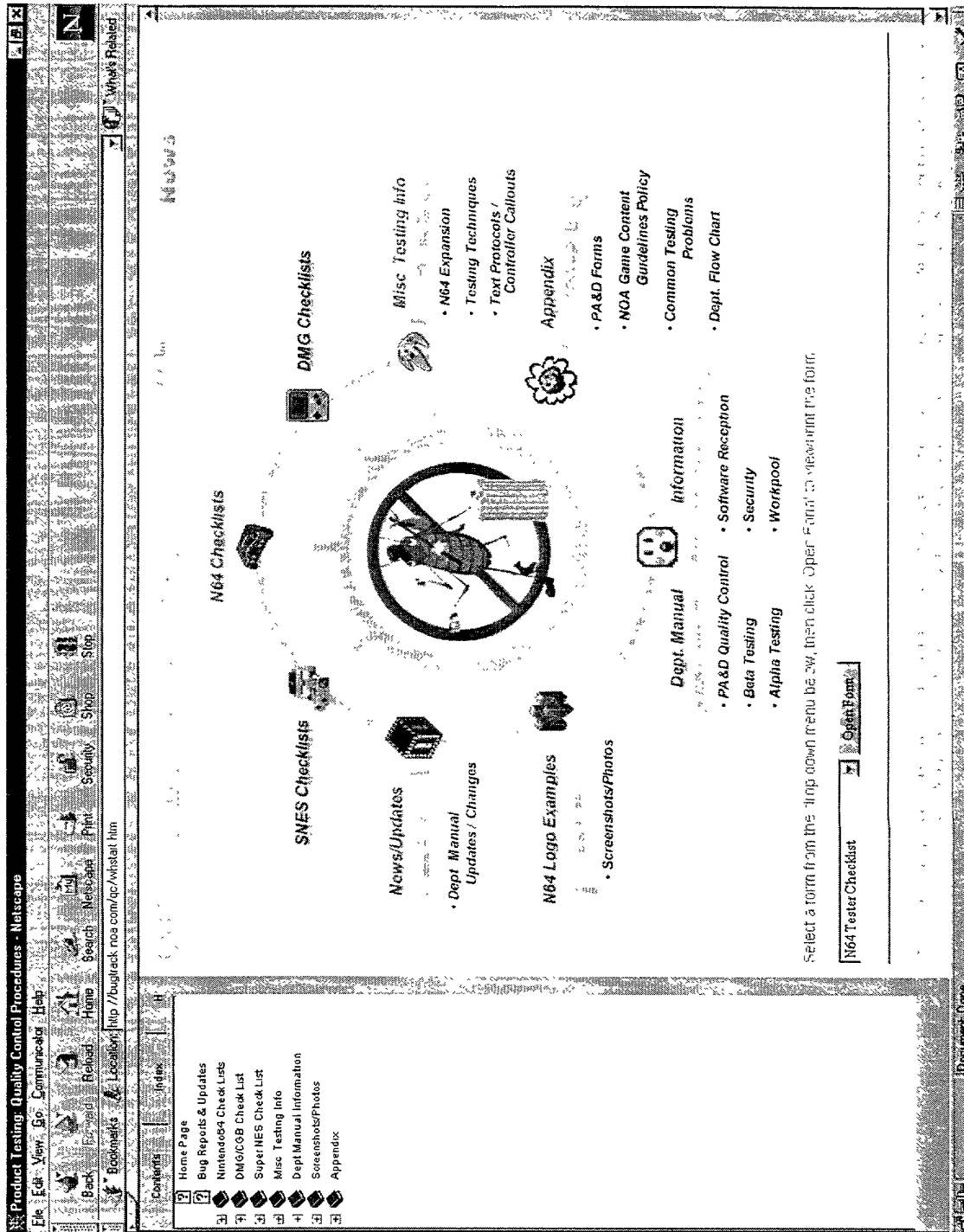


Fig. 17

Netcape File View Edit Communicate Help

Back Forward Reload Home Search Netscape Print Security Stop

Bookmarks Localized: http://bugtrack.noa.com/Bug/bug.nsf/Coordinator?OpenFormPID=8DDE4POS-Coordinator&BN=1BCNT-1

What's Related

---

Submit Cancel

**Miniterito**

Main Speedway

Master Bug Log

Queue

Project

Comments

Test Plan

Developer News

Tester Broadcast

Project Summary

Coordinator News

Rejected Queue

QC Procedures

Help

Archived Projects

Home

**Bug Sort**

Stage

Status

Code

Frequency

Last Version

Version

Reported By

Reported Date

Request Review

Request Attachment

Bug Number

List

Range

Description

AND

AND

Developer Comments

AND

AND

With Debug

Yes No

With Ascii Wheel

Yes No

Driver

Luigi

Marino

Princess

Toad

Diddy Kong

Squidie

Vehicle

Stock Car

Super Stock Car

Monster Truck

Formula 1

RX-7 (Rotary Engine)

Save Submit

Bug Sort Name

Yes No

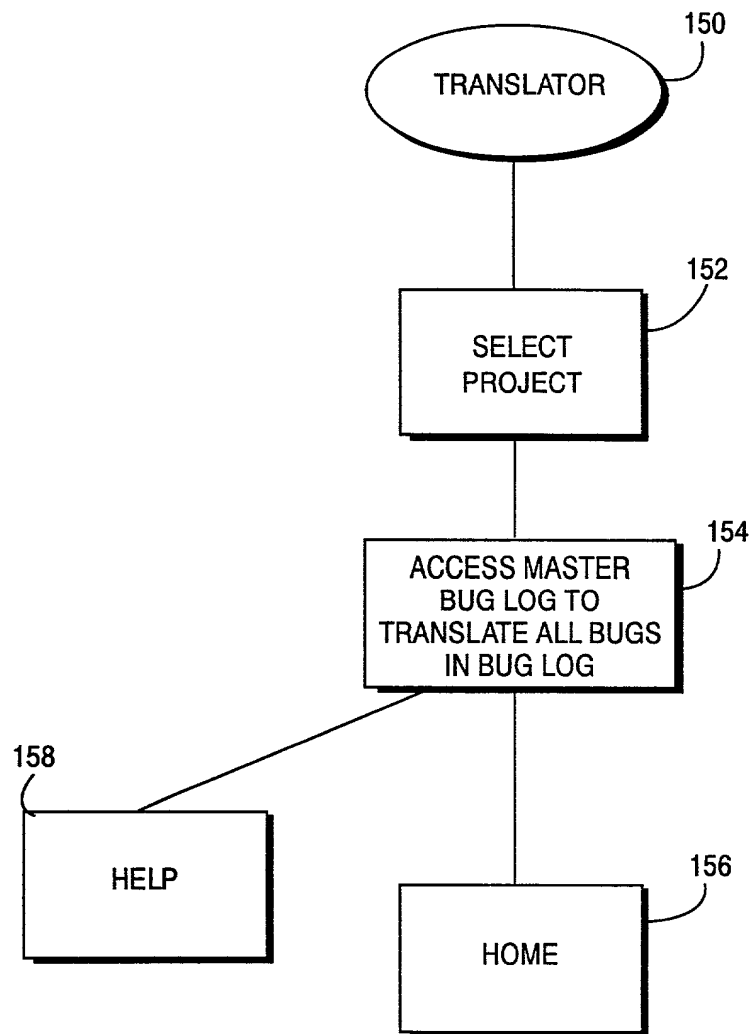
Created by on Oct 02 2000 02:37 PM

Last updated by Eric Burt on Oct 02 2000 02:37 PM

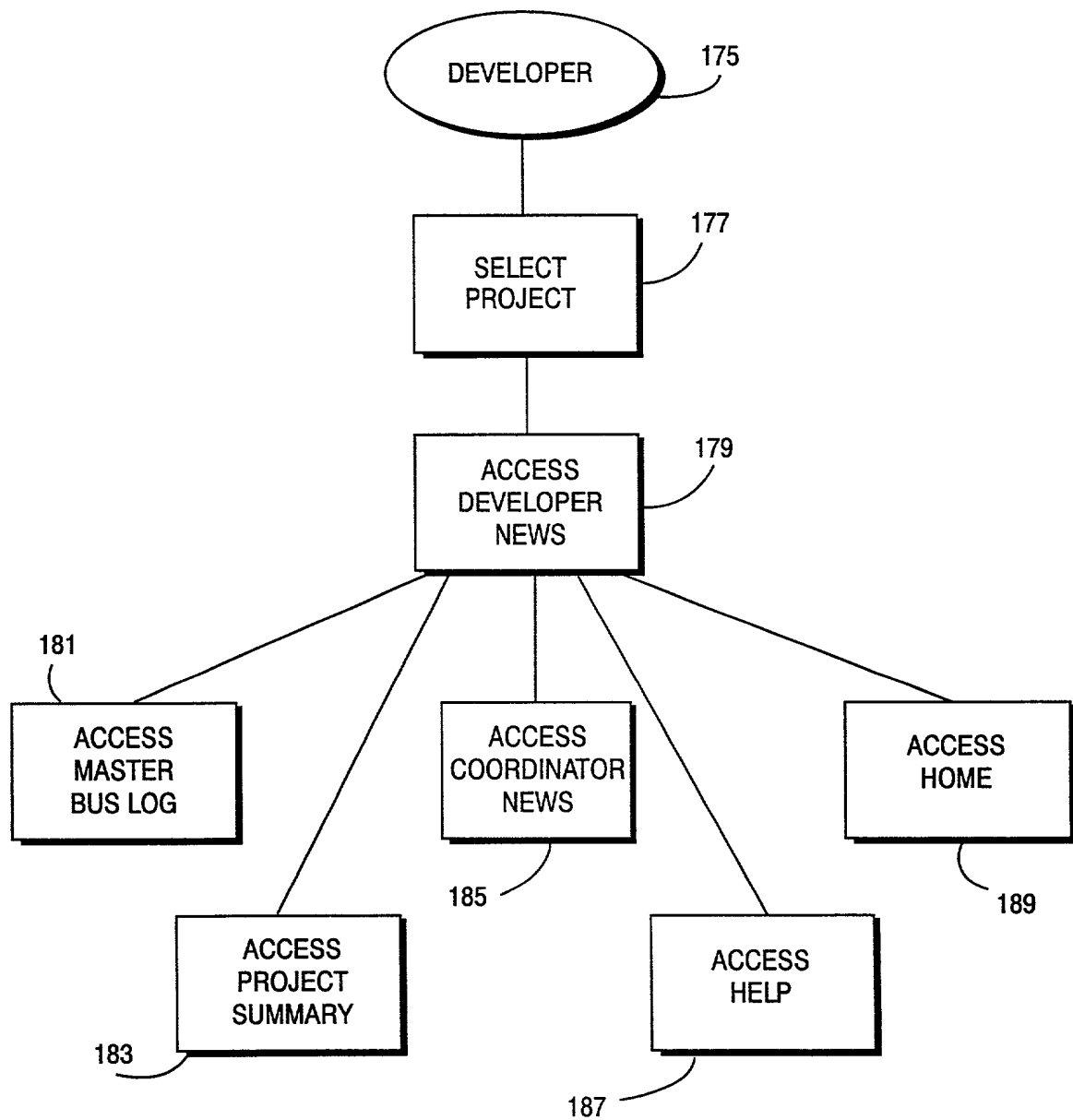
Document Done

Fig. 18

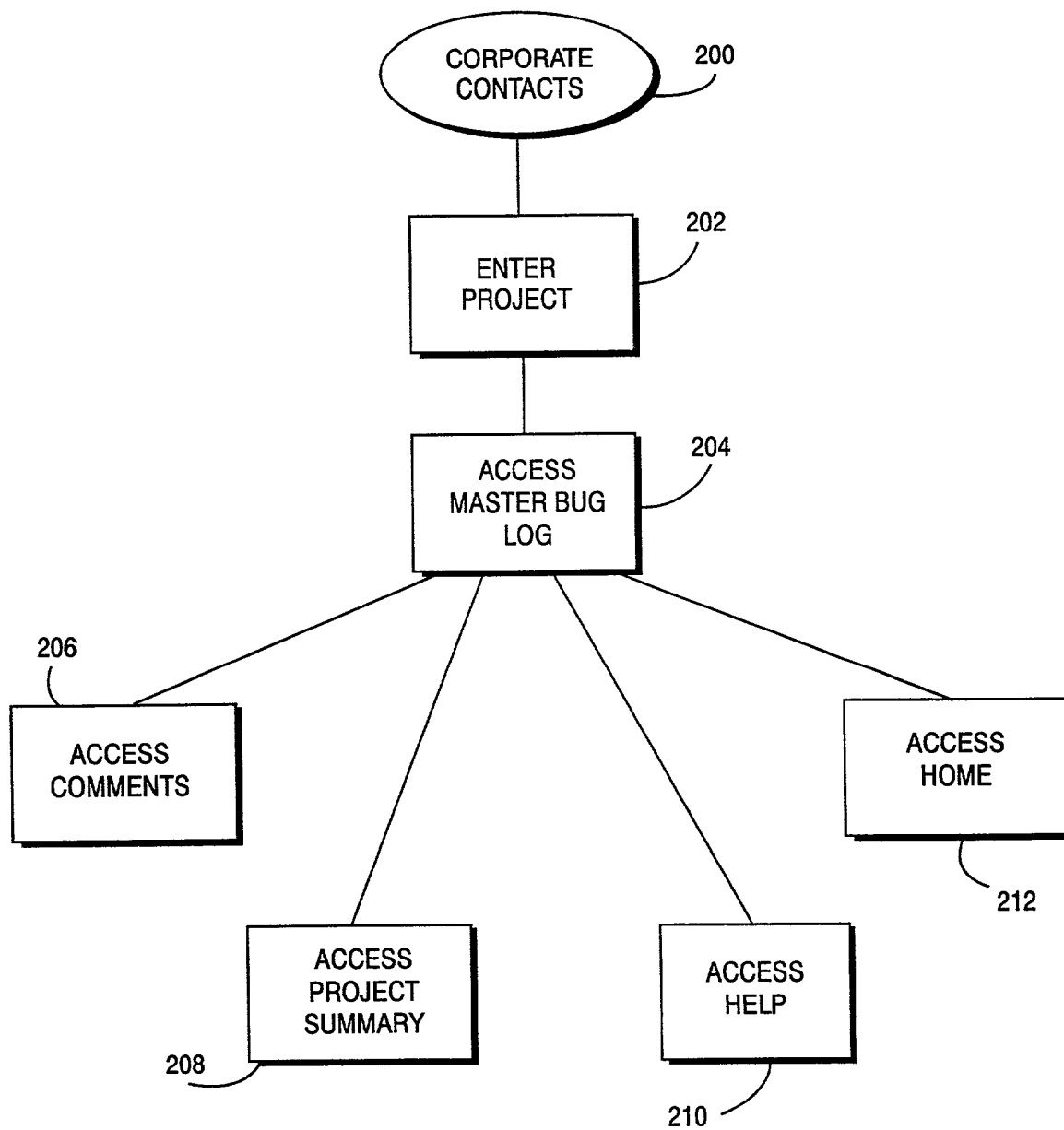
**Fig. 19**



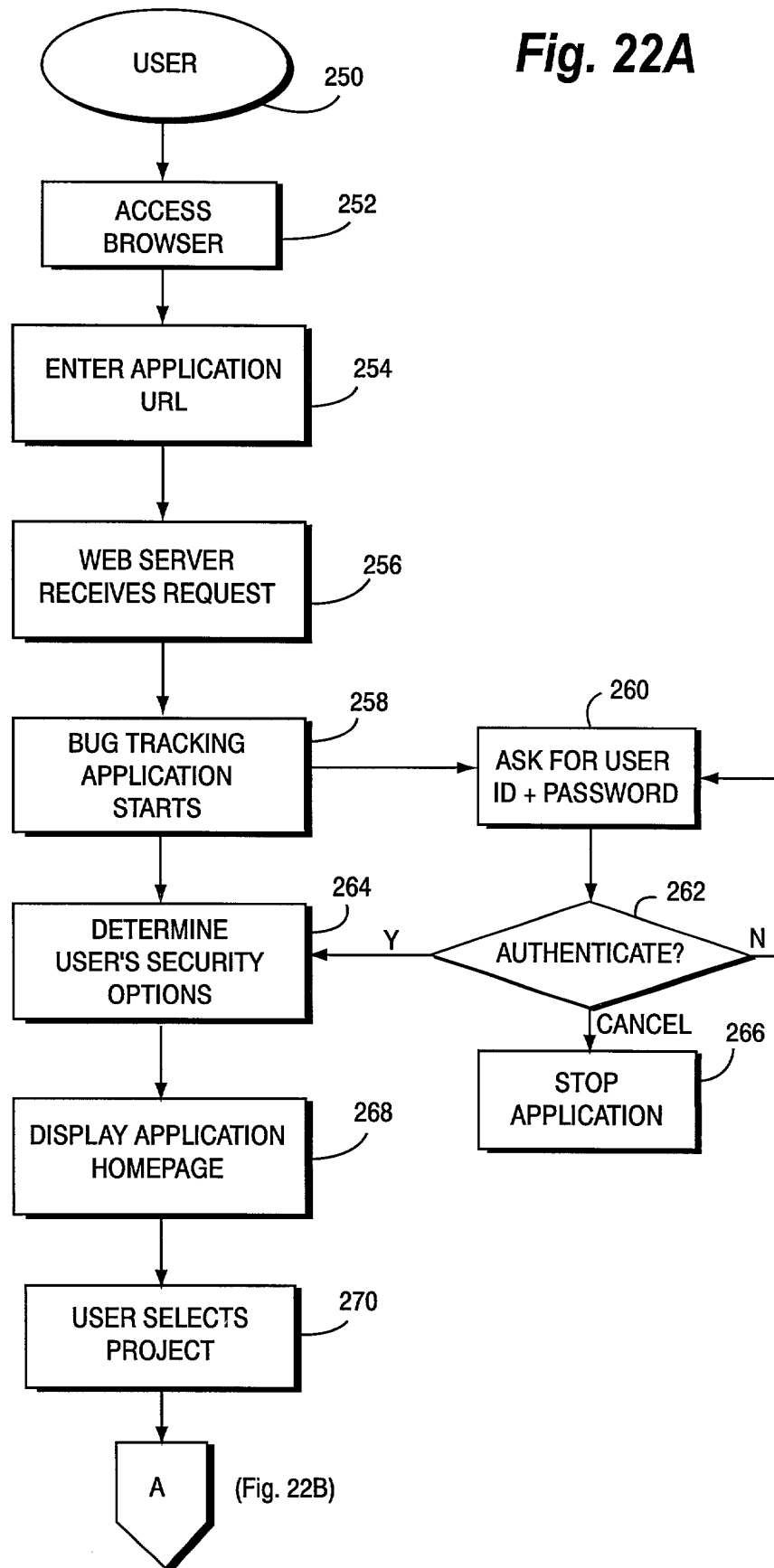
**Fig. 20**



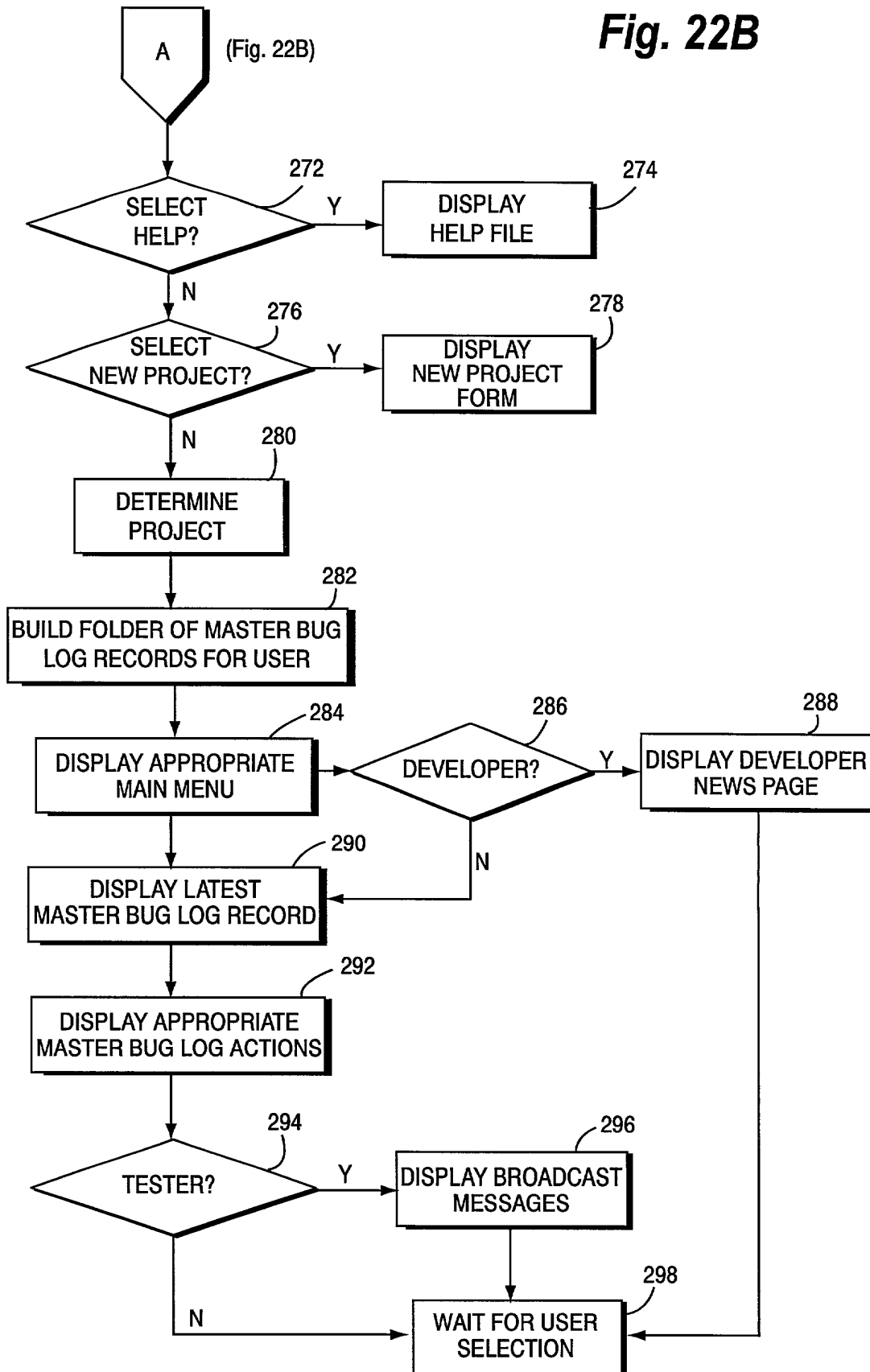
**Fig. 21**



**Fig. 22A**

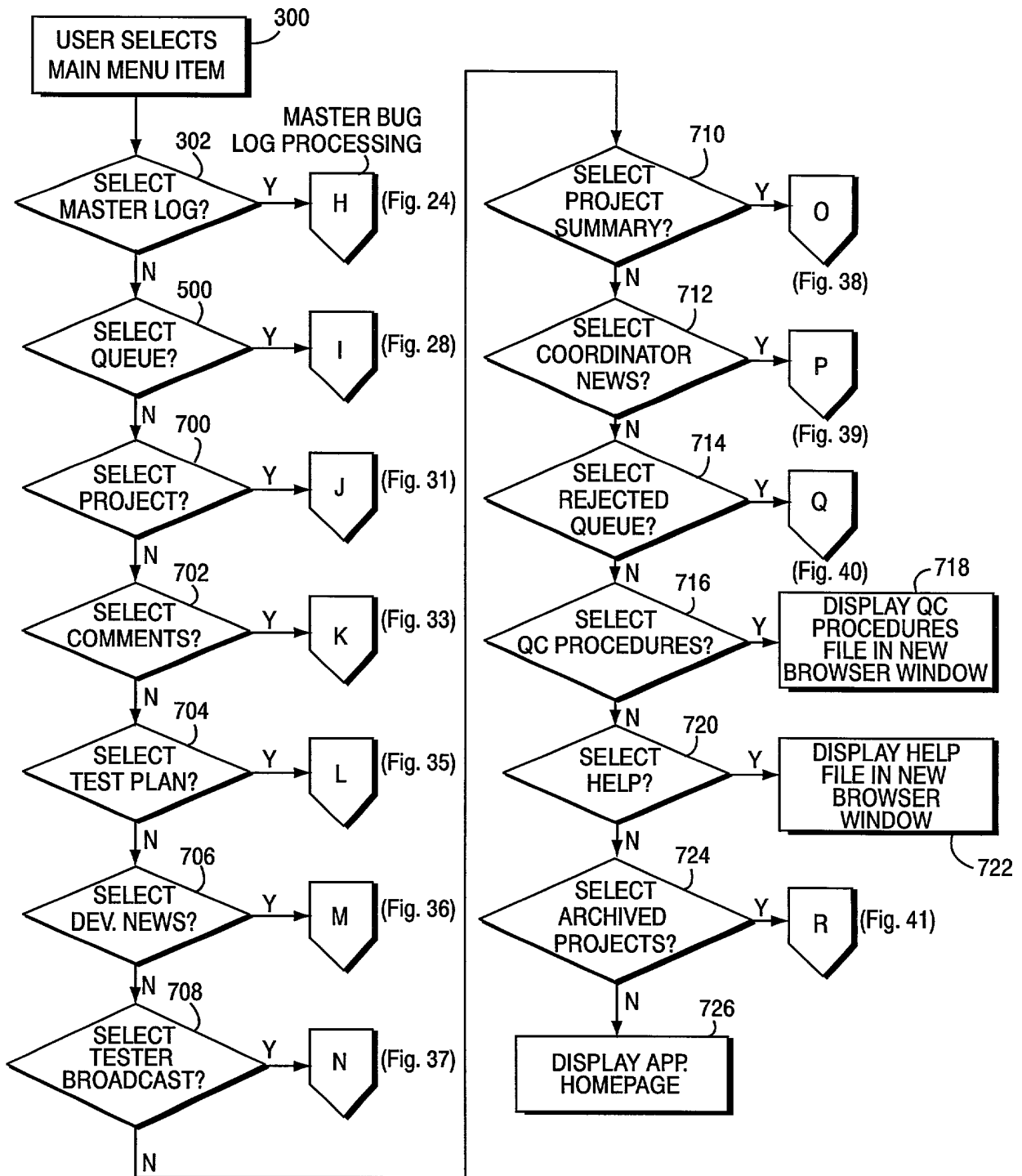


**Fig. 22B**



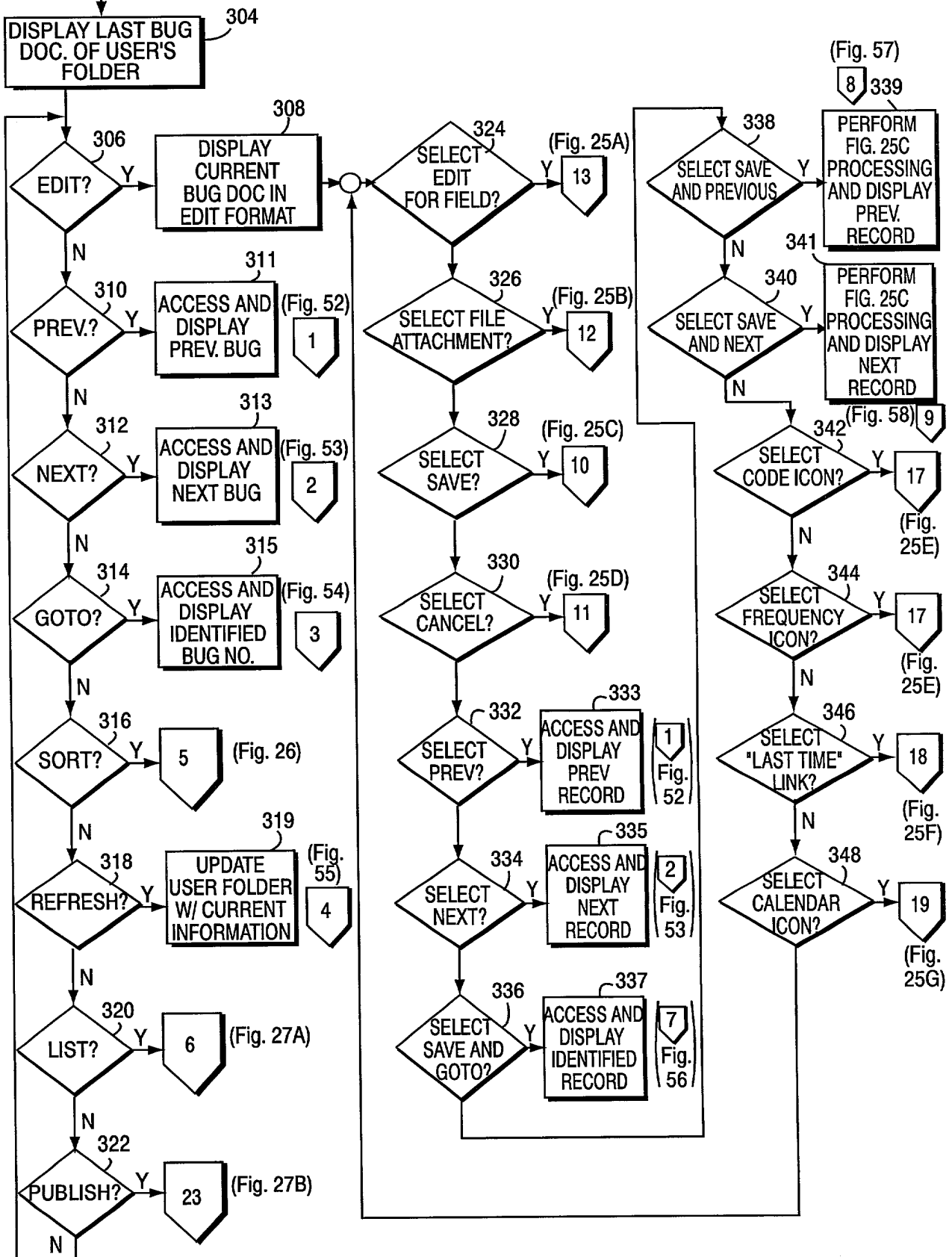


**Fig. 23**

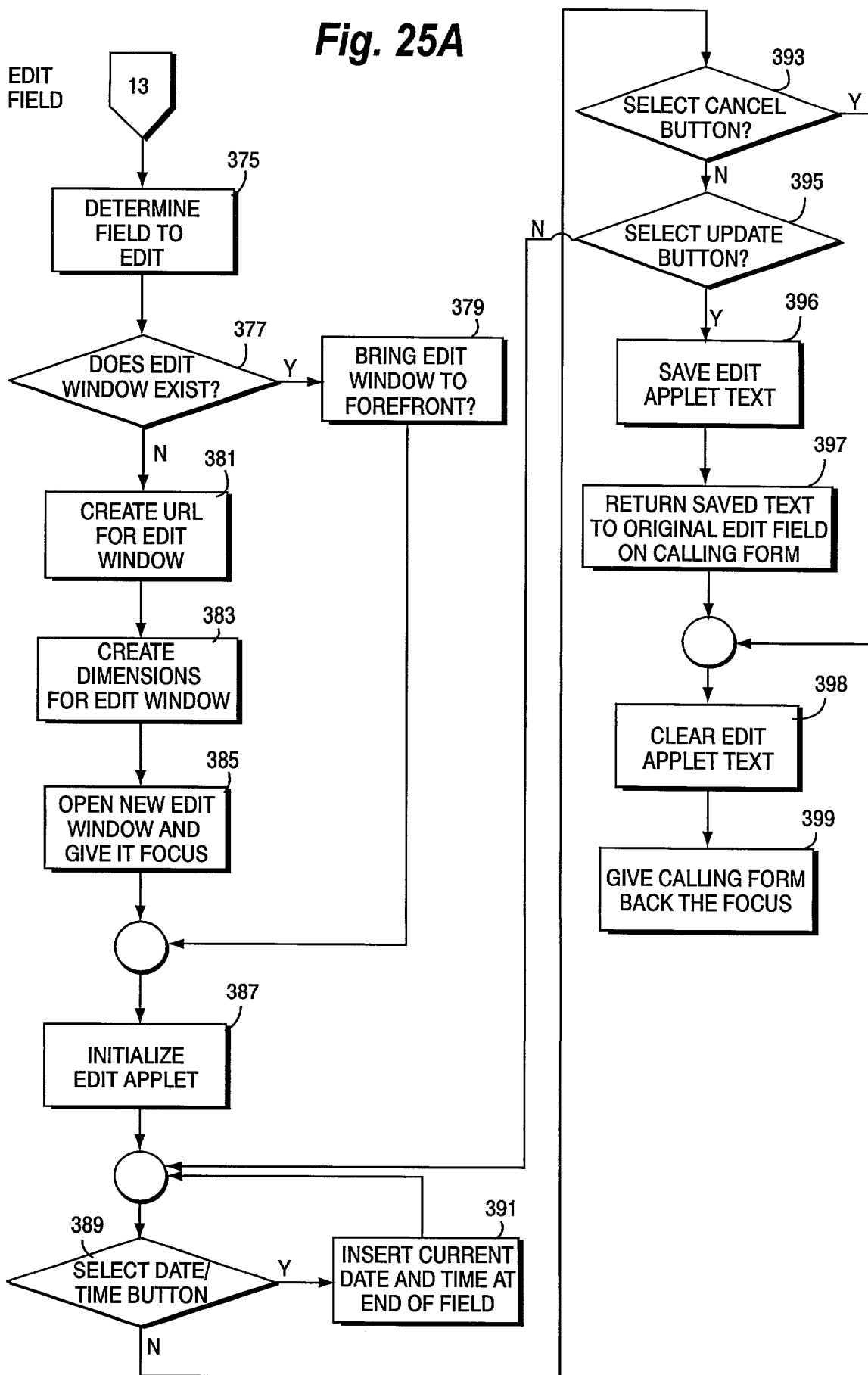


MASTER  
BUG LOG

**Fig. 24**

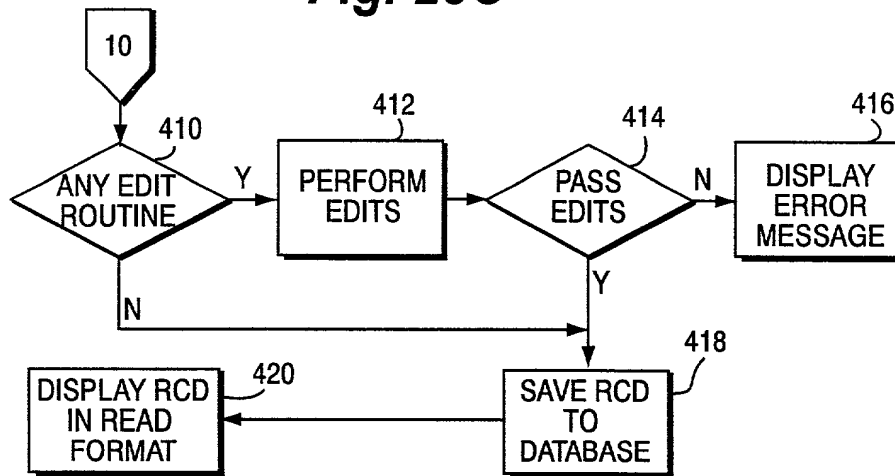


**Fig. 25A**



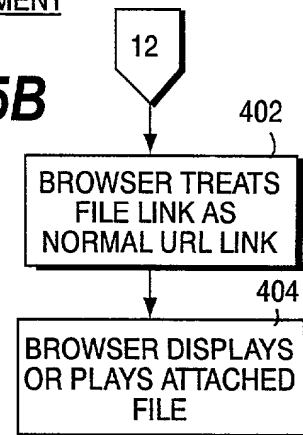
SAVE

**Fig. 25C**



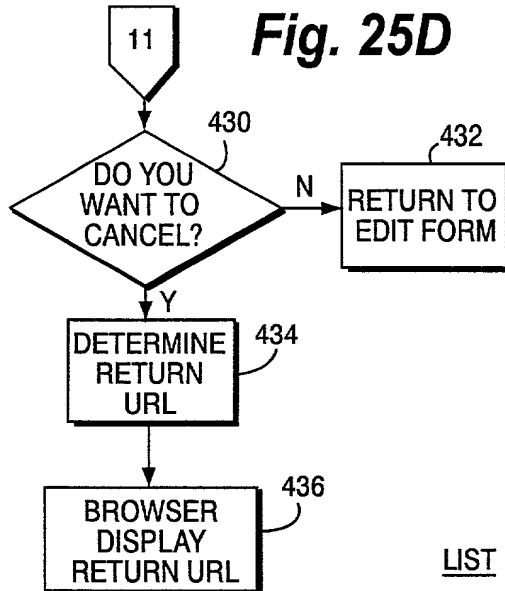
FILE ATTACHMENT

**Fig. 25B**



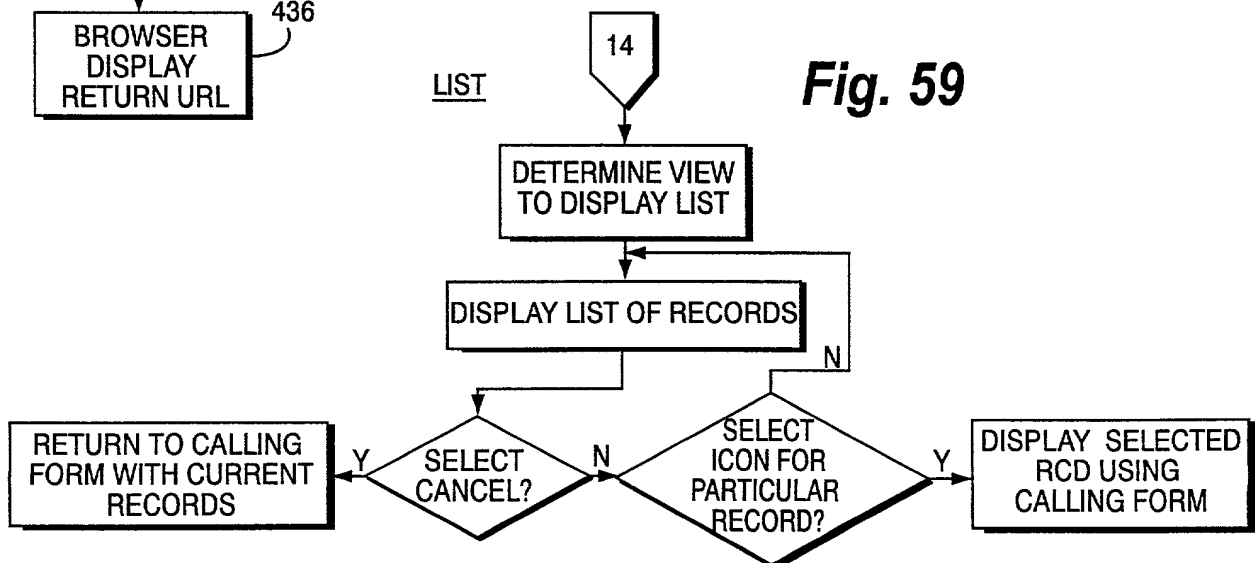
CANCEL

**Fig. 25D**



LIST

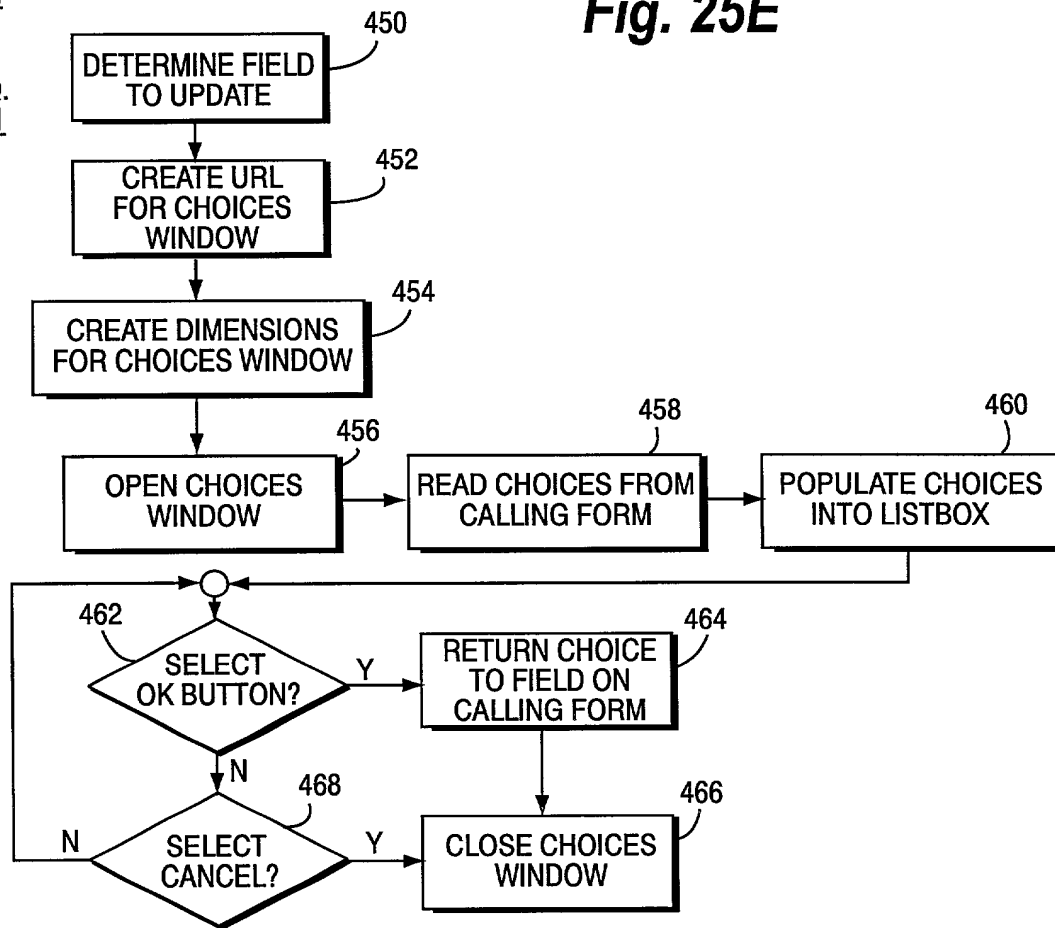
**Fig. 59**



CODE  
ICON

FREQ.  
ICON

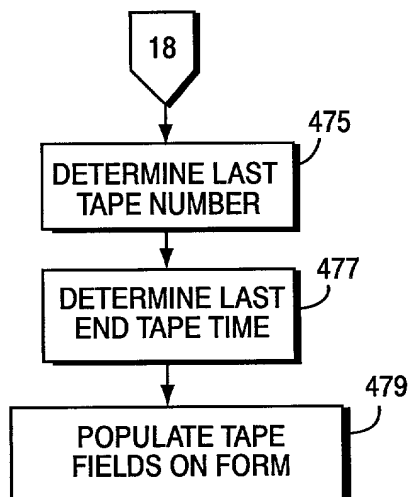
**Fig. 25E**



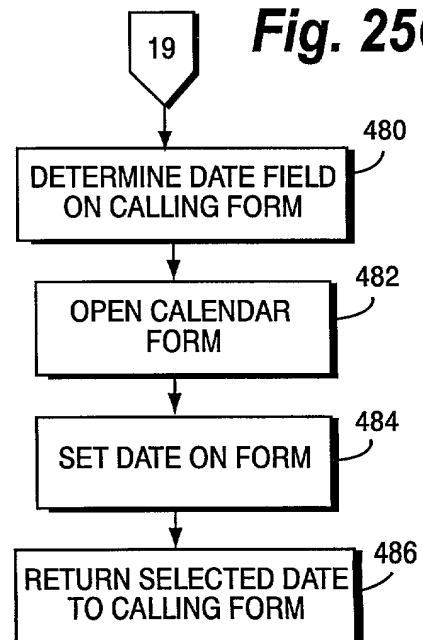
CALENDAR  
ICON

**Fig. 25F**

LAST  
TIME



**Fig. 25G**



**Fig. 26**

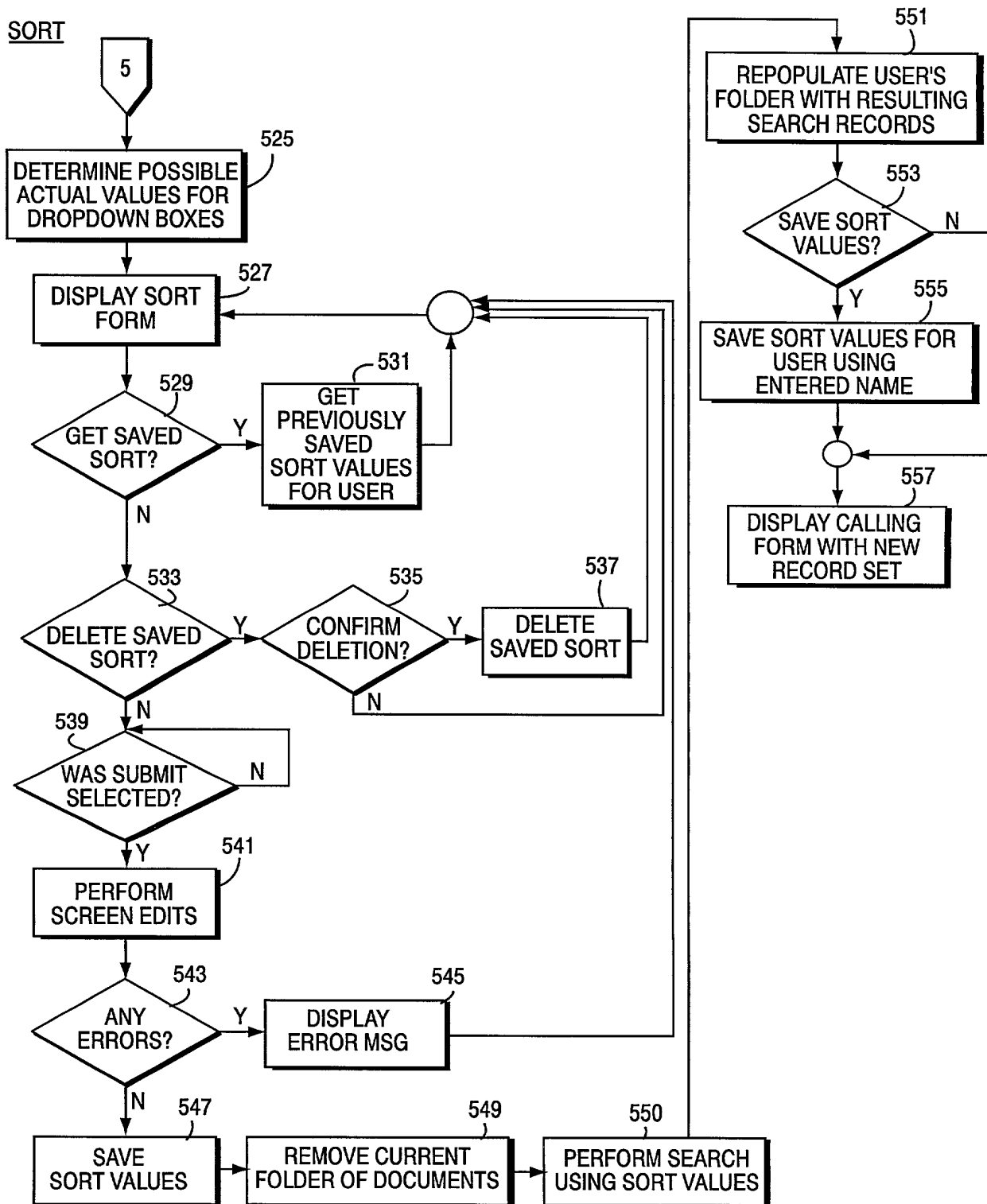
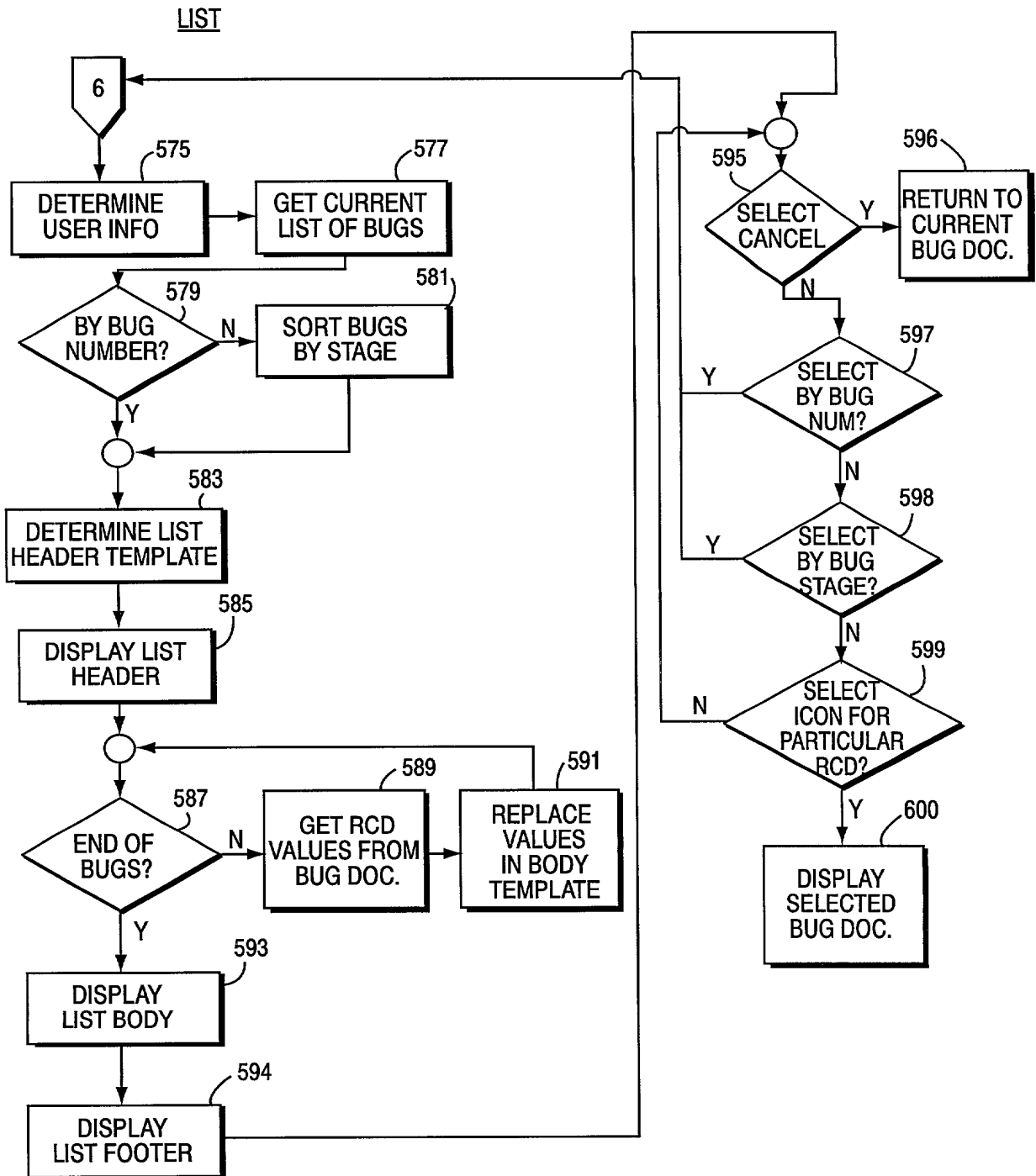
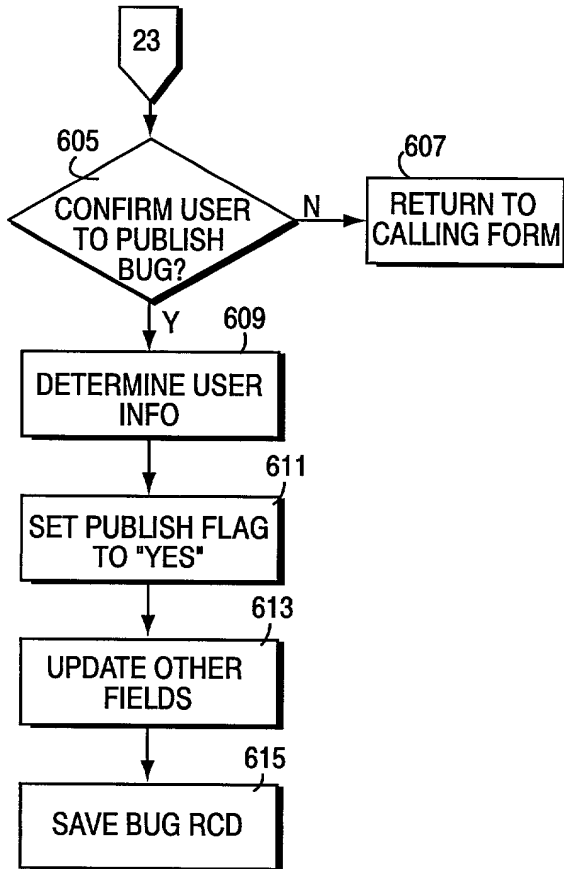


Fig. 27A



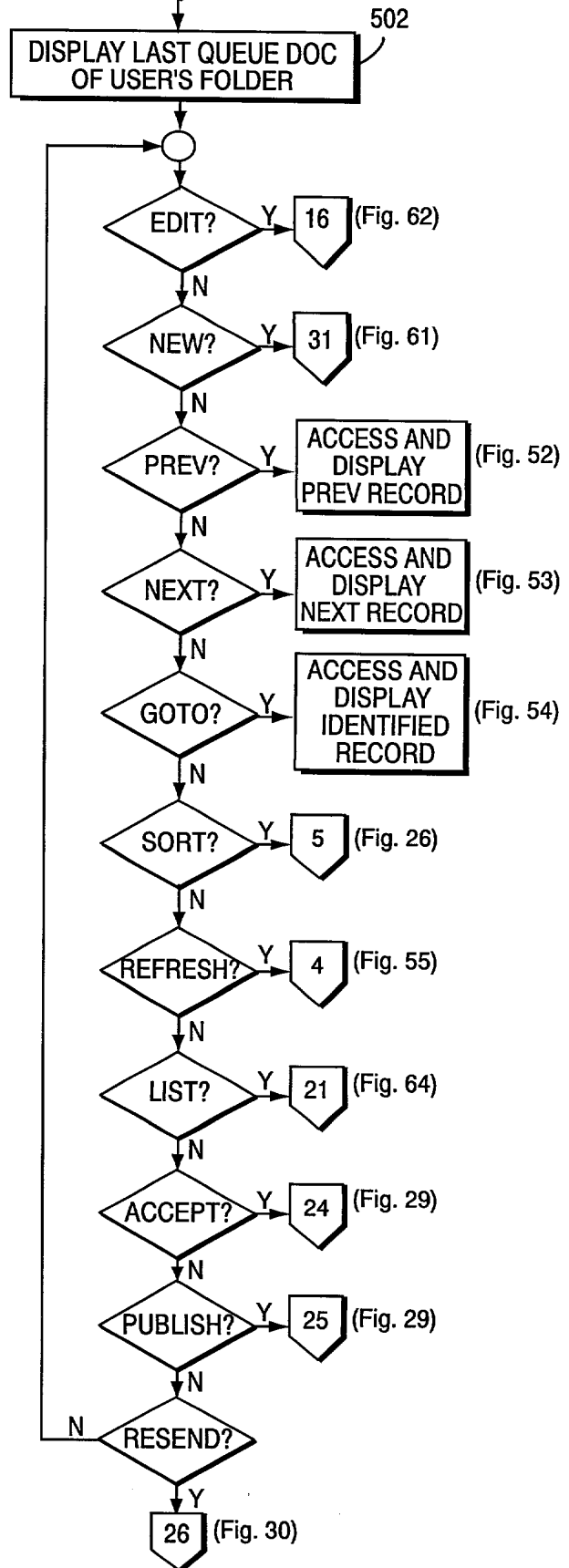
**Fig. 27B**

PUBLISH



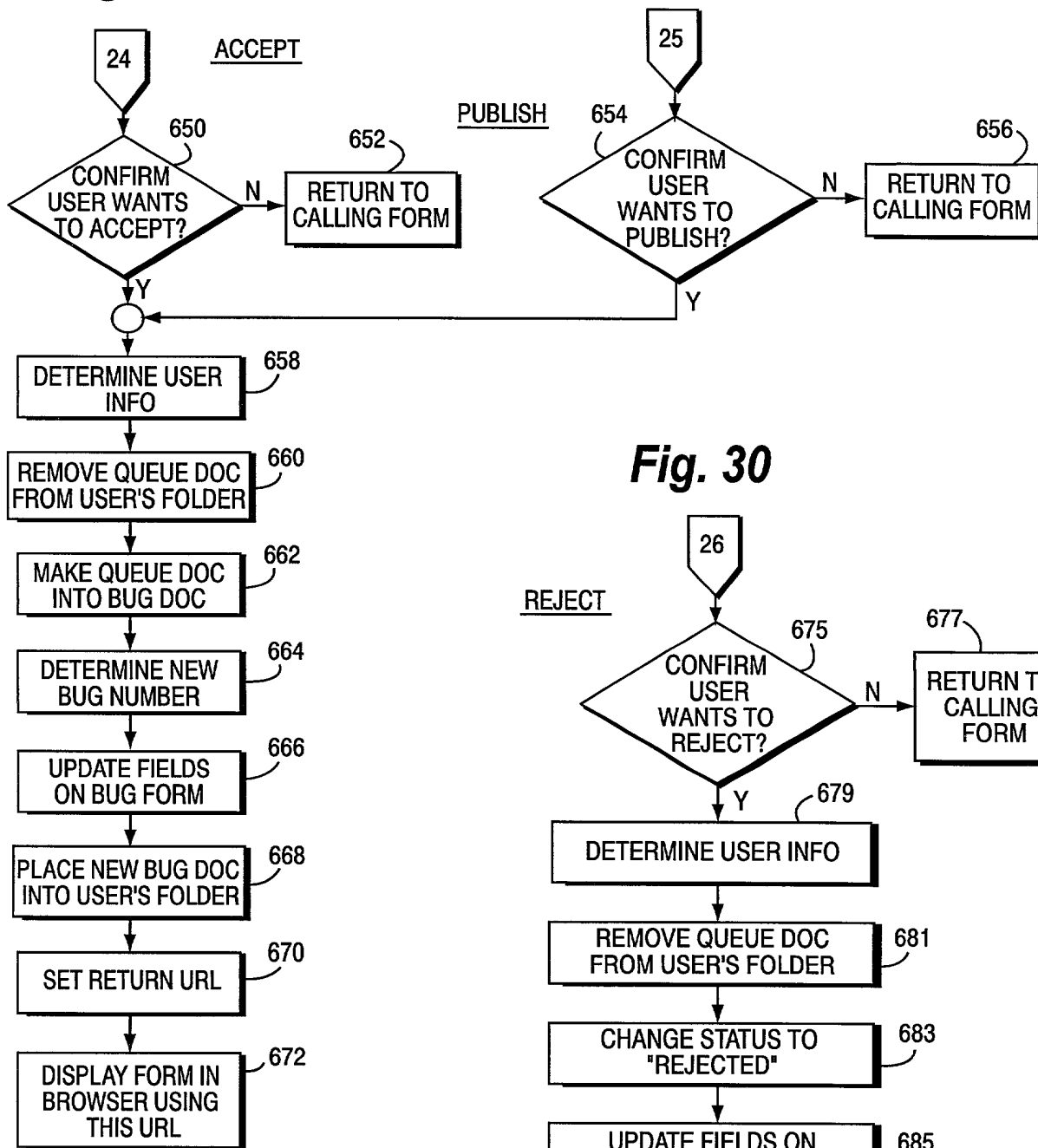
**Fig. 28**

QUEUE

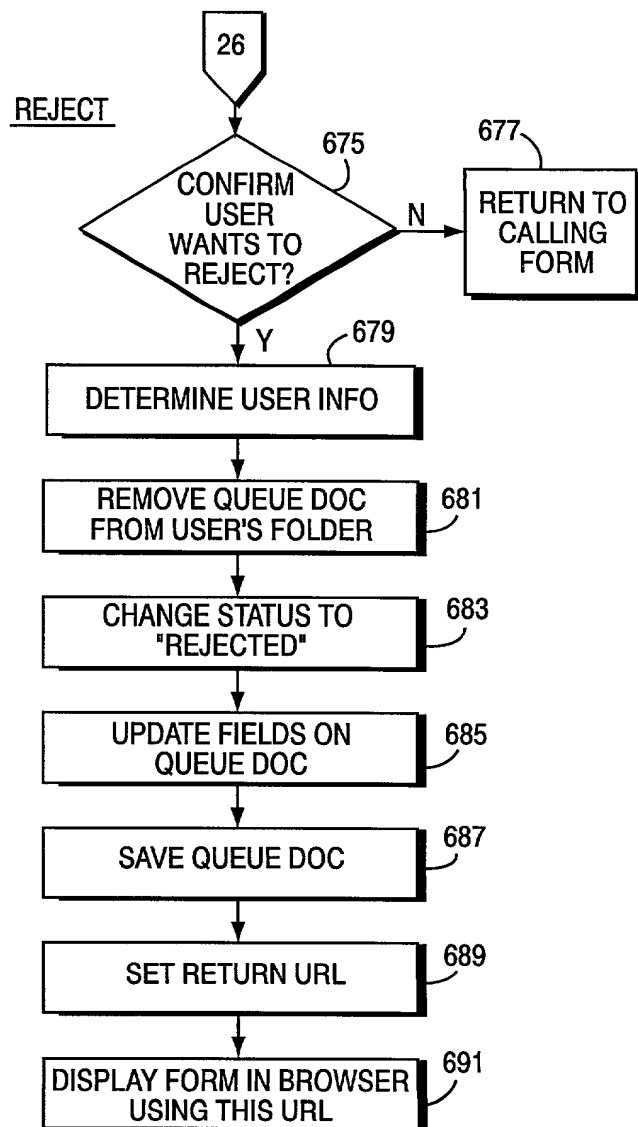




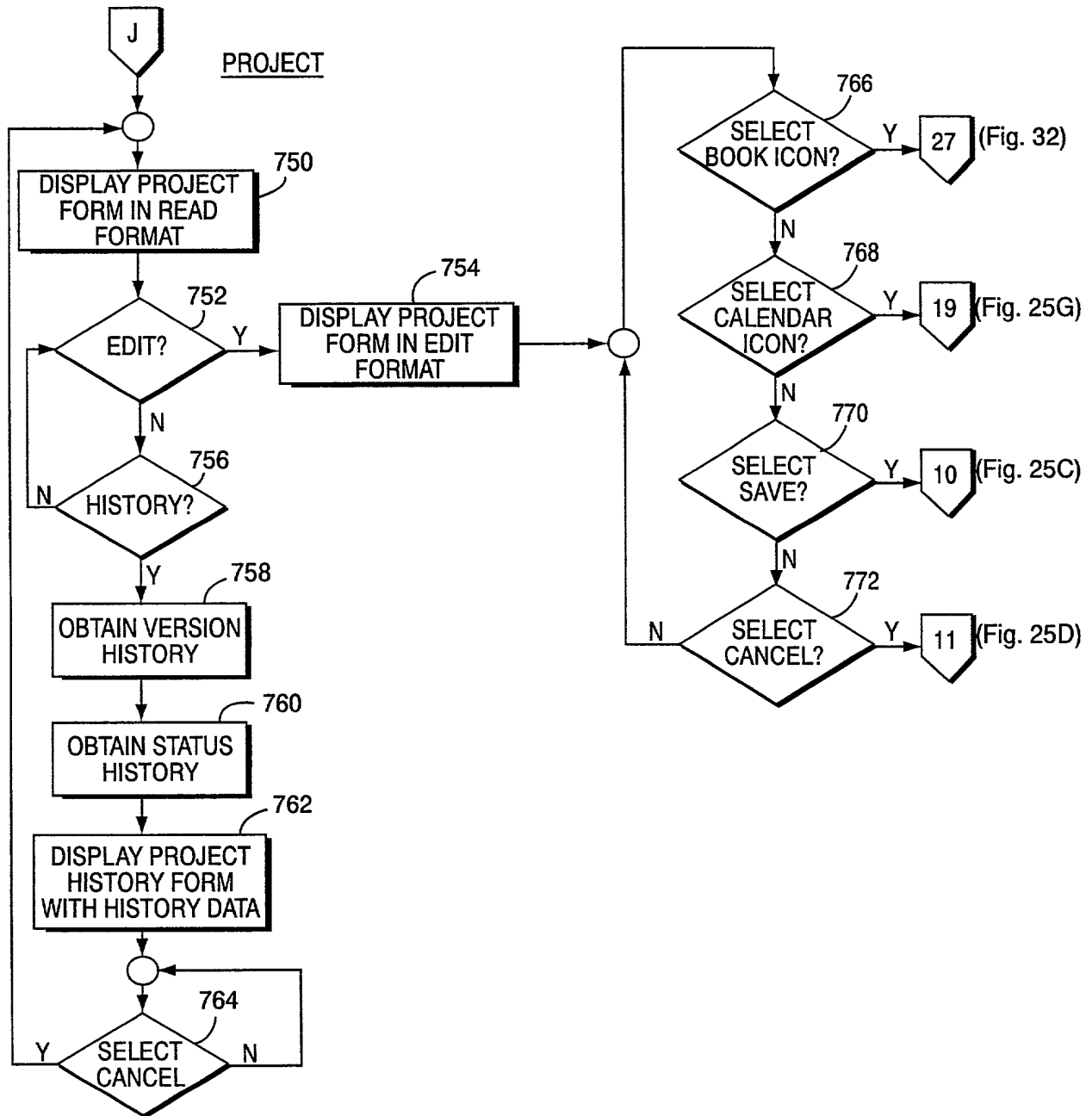
**Fig. 29**



**Fig. 30**

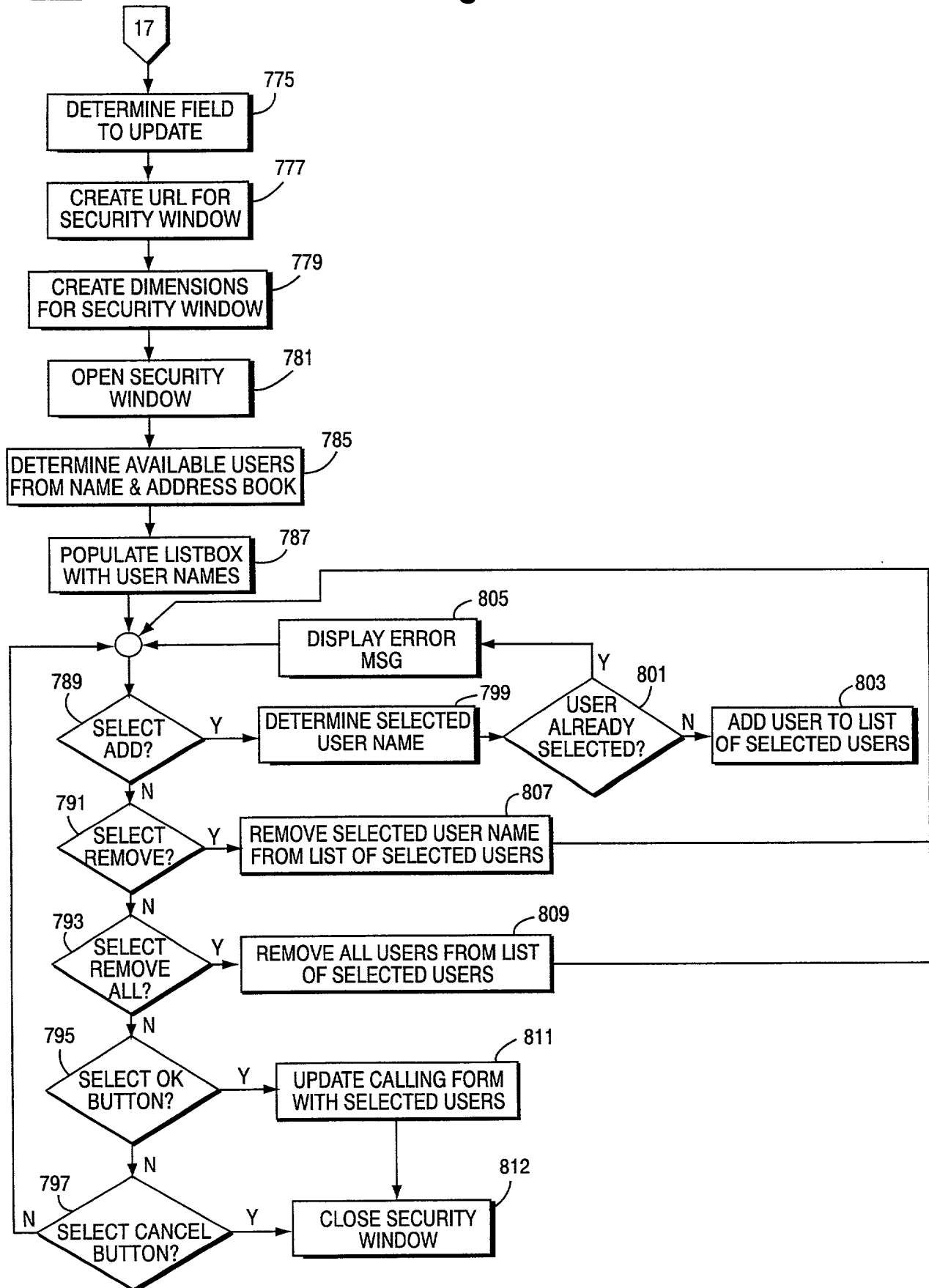


**Fig. 31**



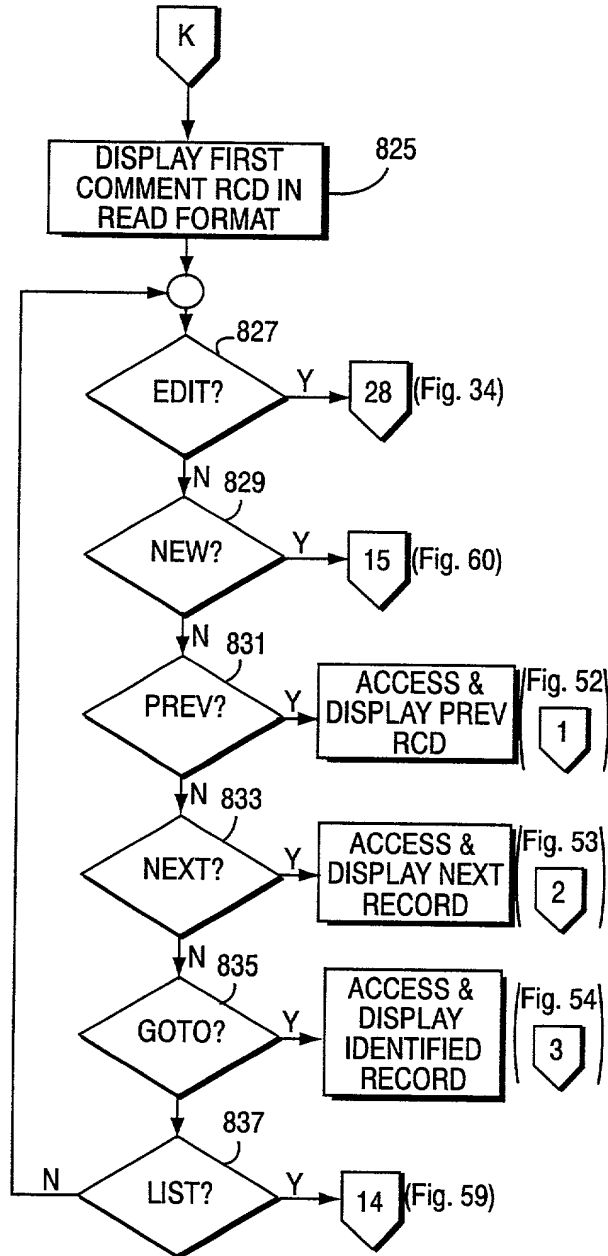
BOOK  
ICON

Fig. 32



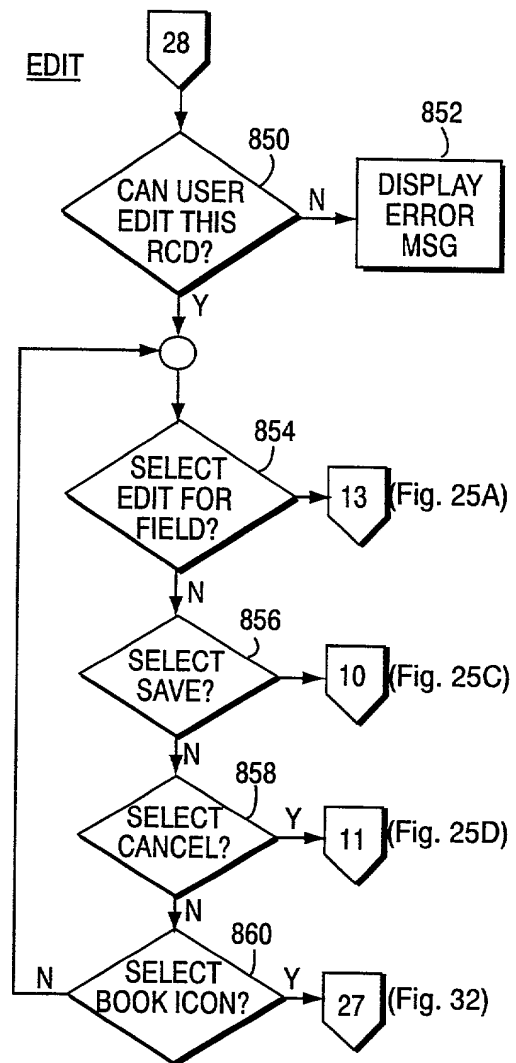
**Fig. 33**

COMMENTS

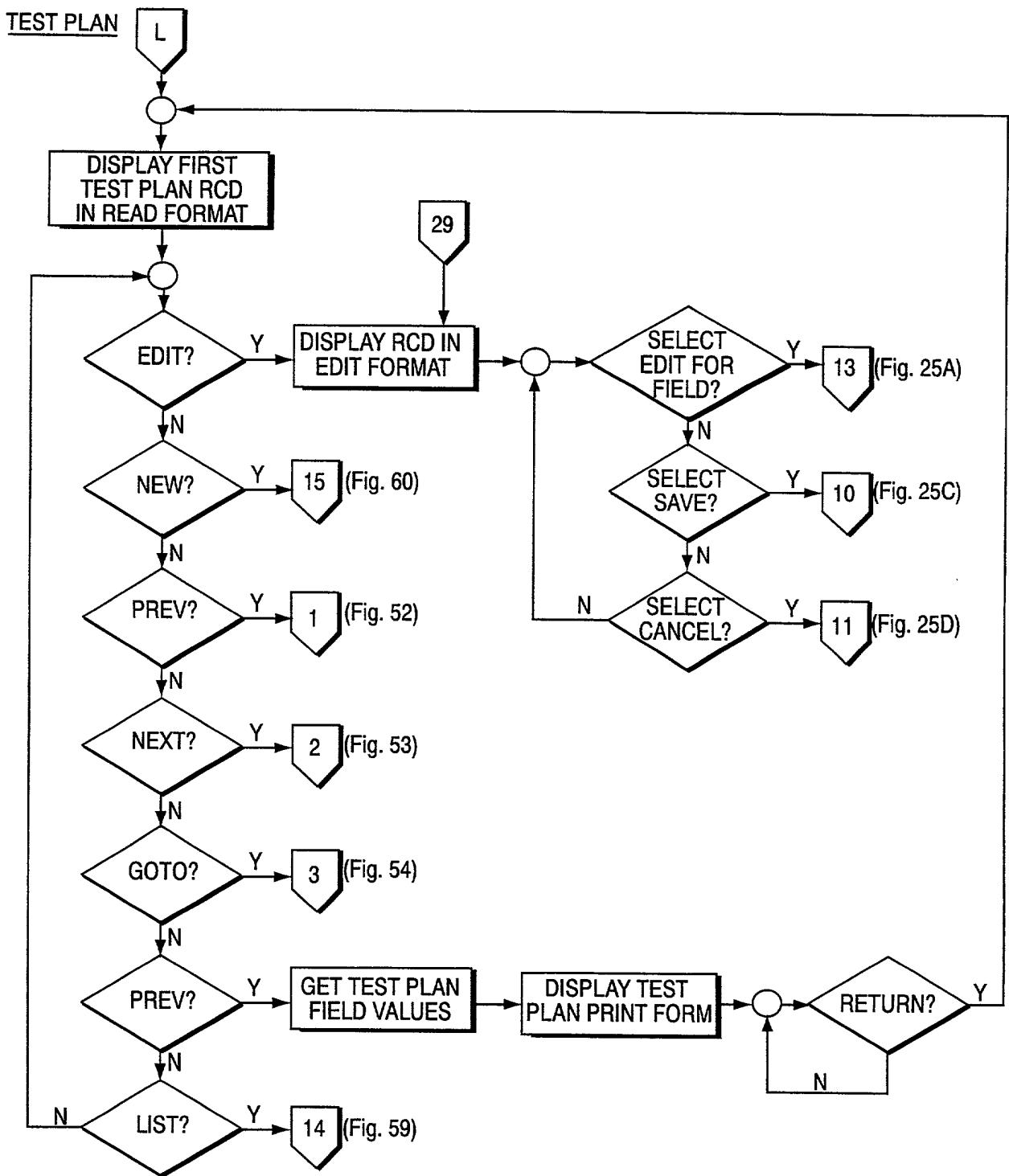


**Fig. 34**

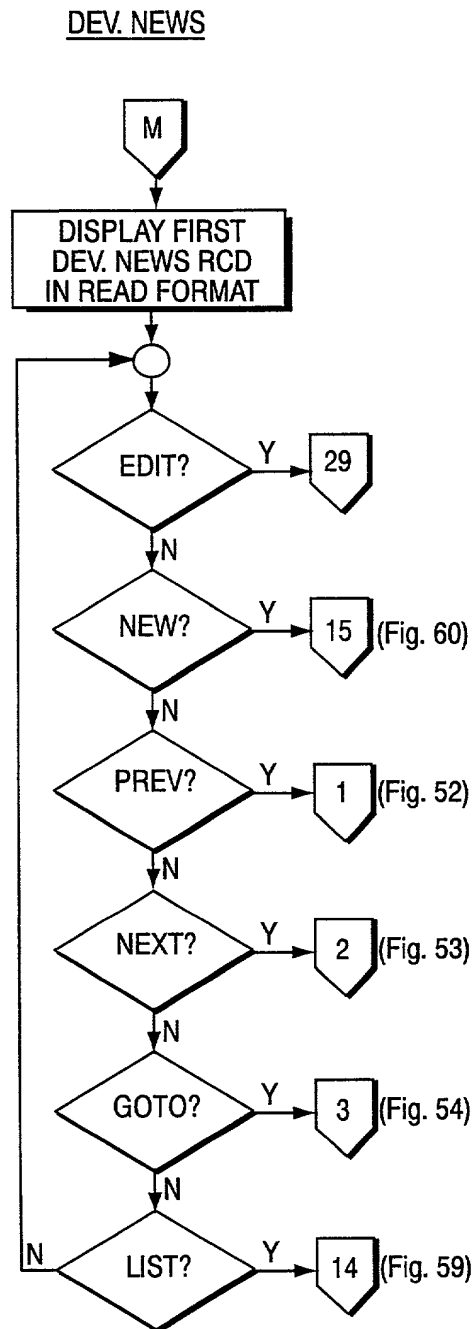
EDIT



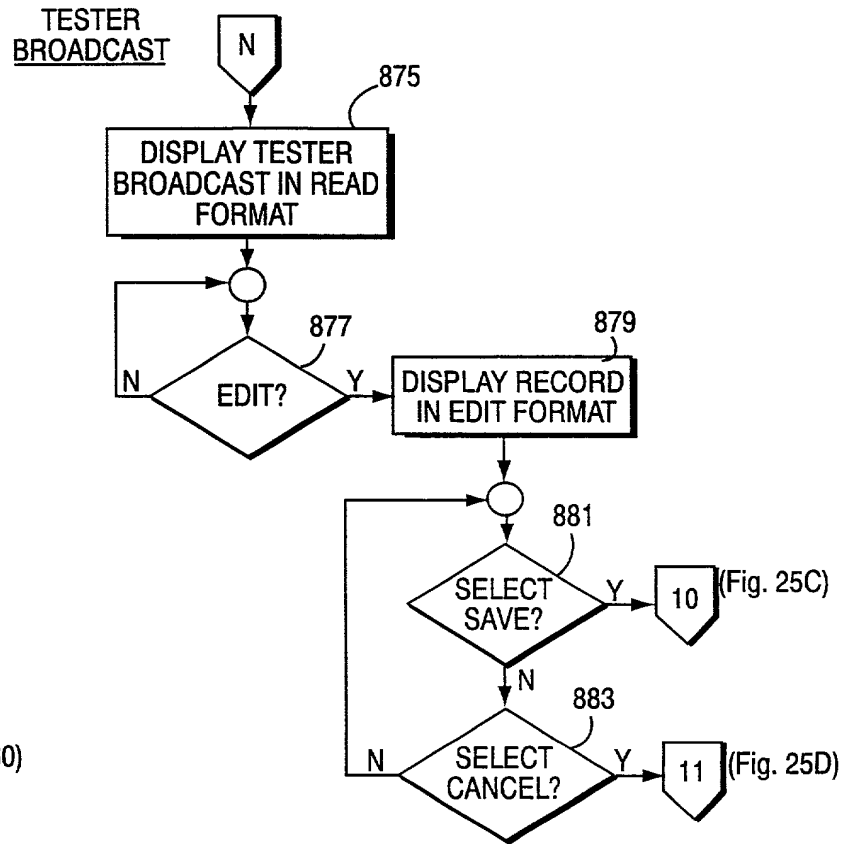
**Fig. 35**



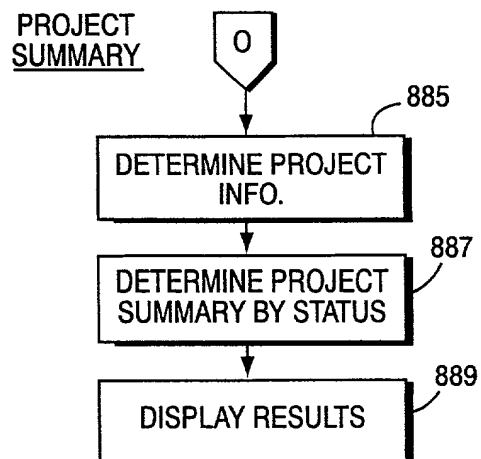
**Fig. 36**



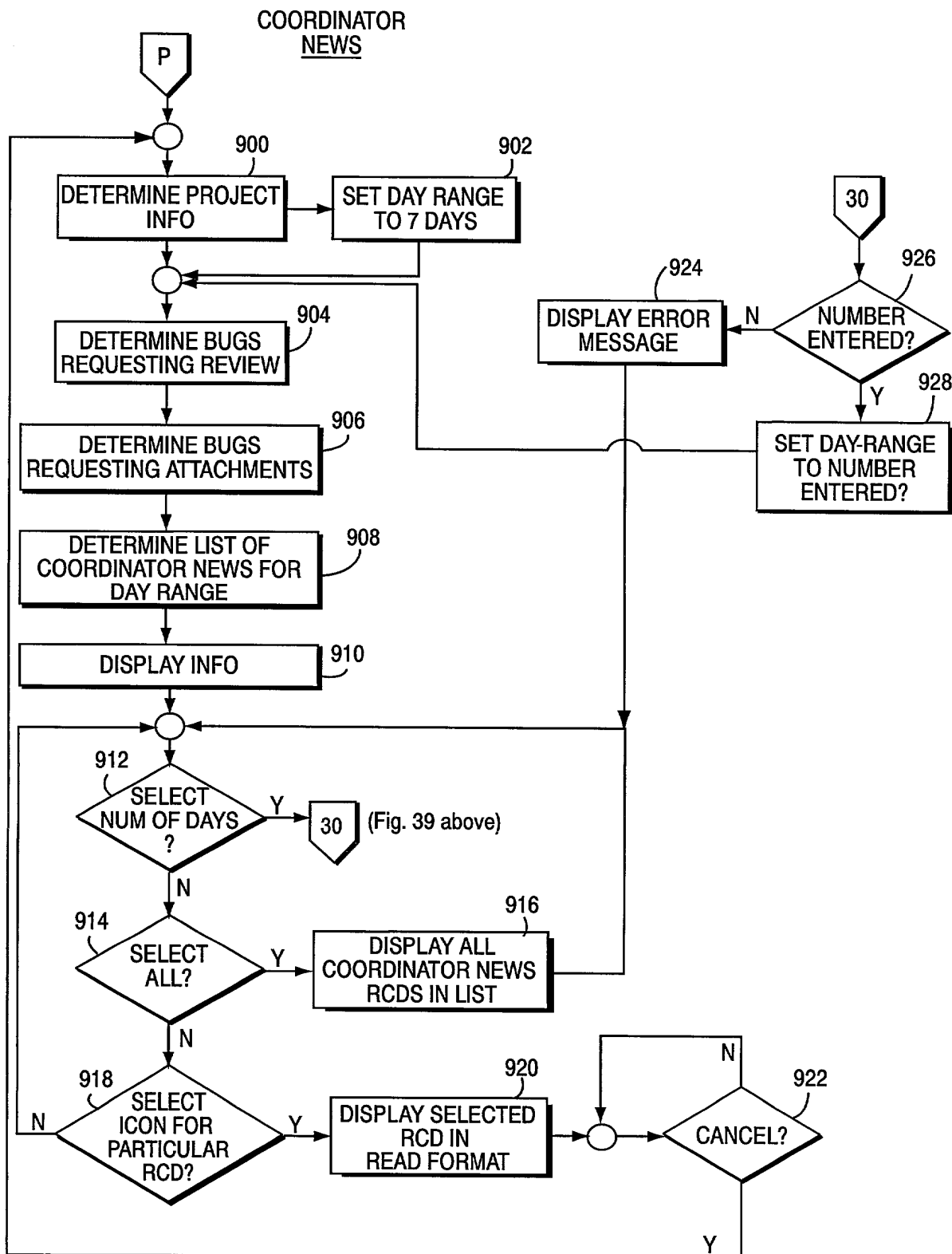
**Fig. 37**



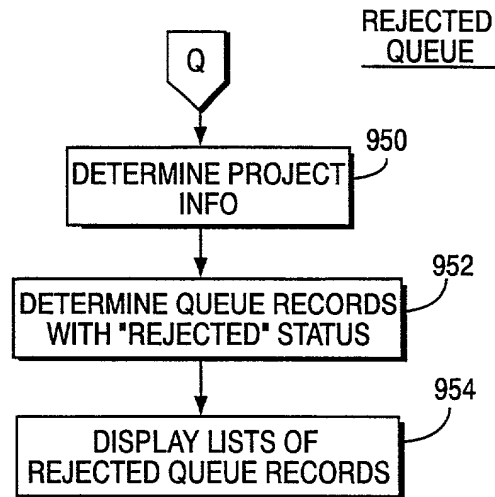
**Fig. 38**



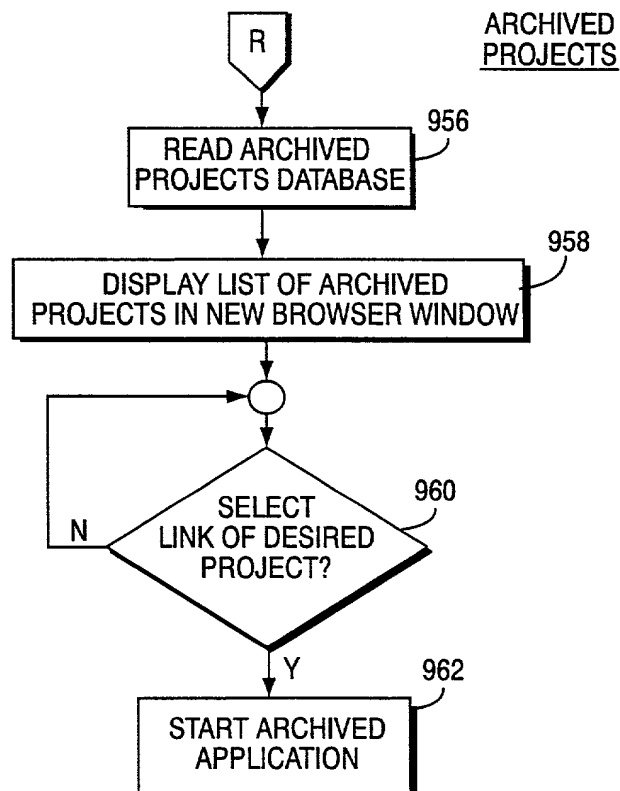
**Fig. 39**



**Fig. 40**

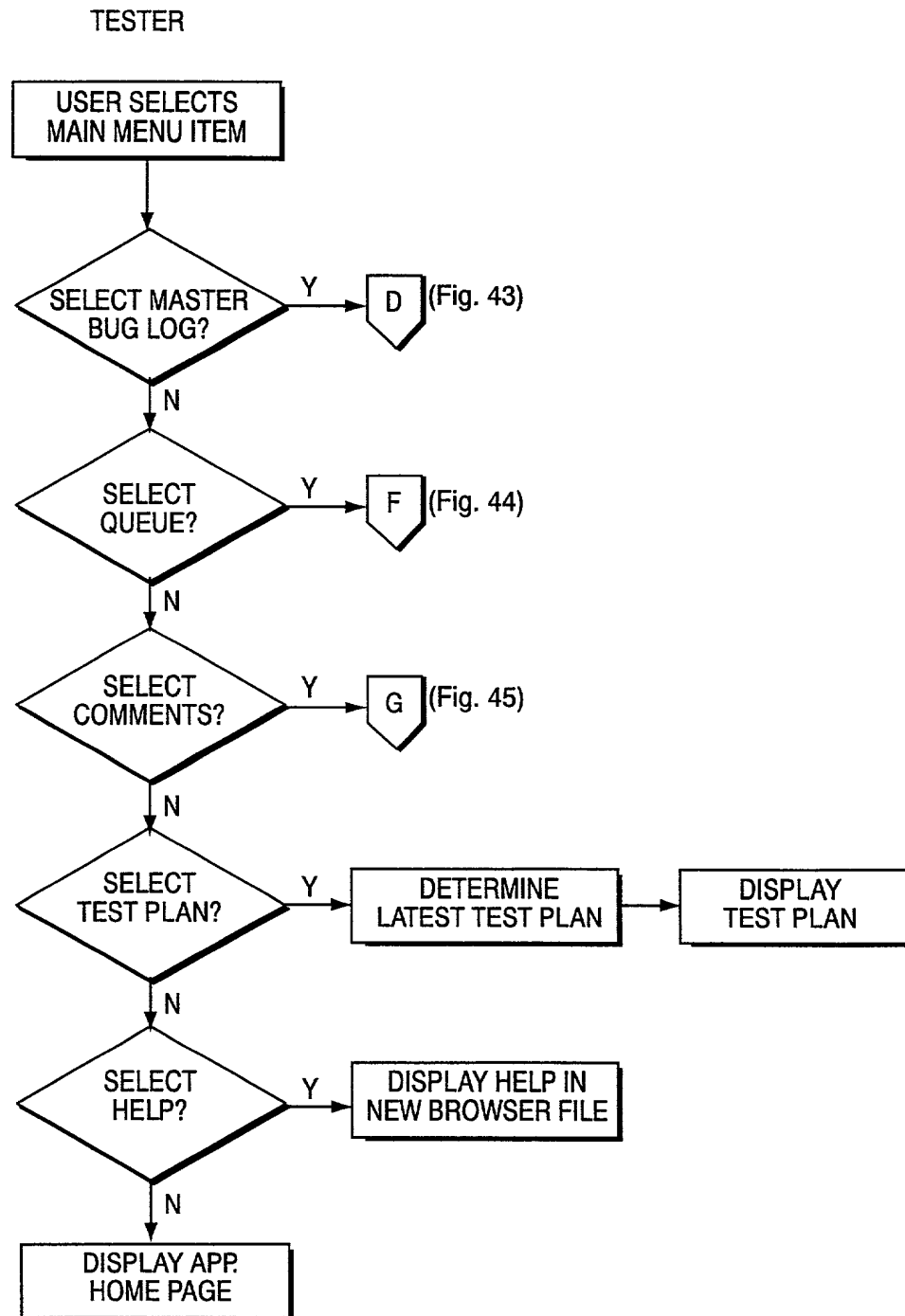


**Fig. 41**

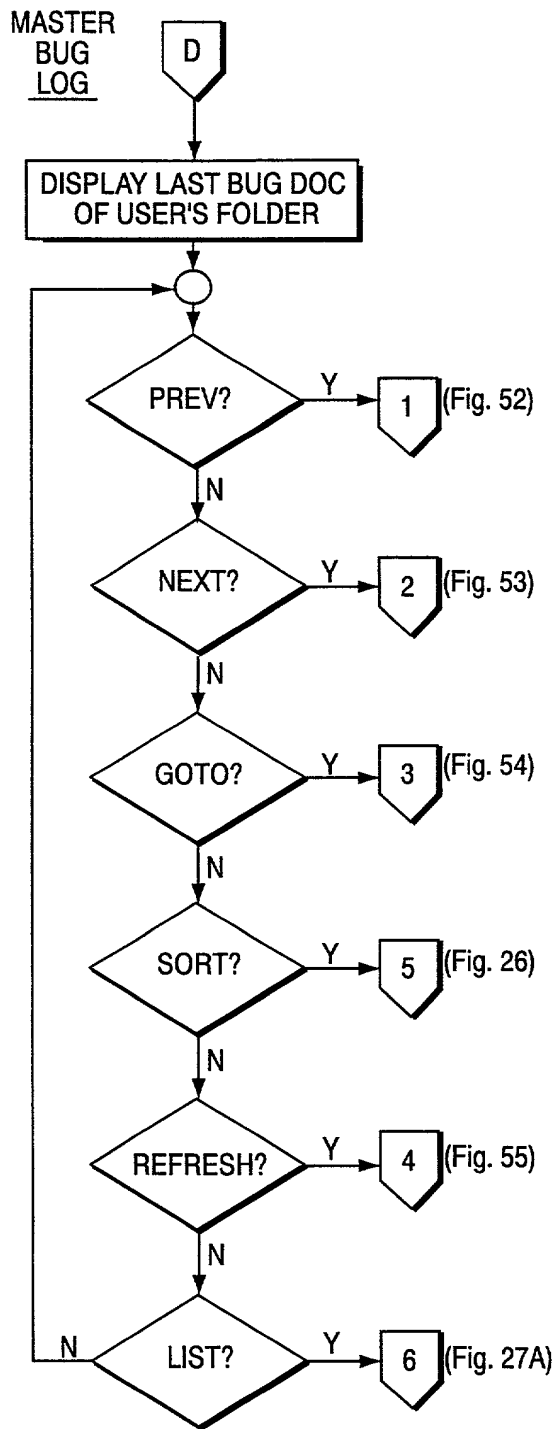




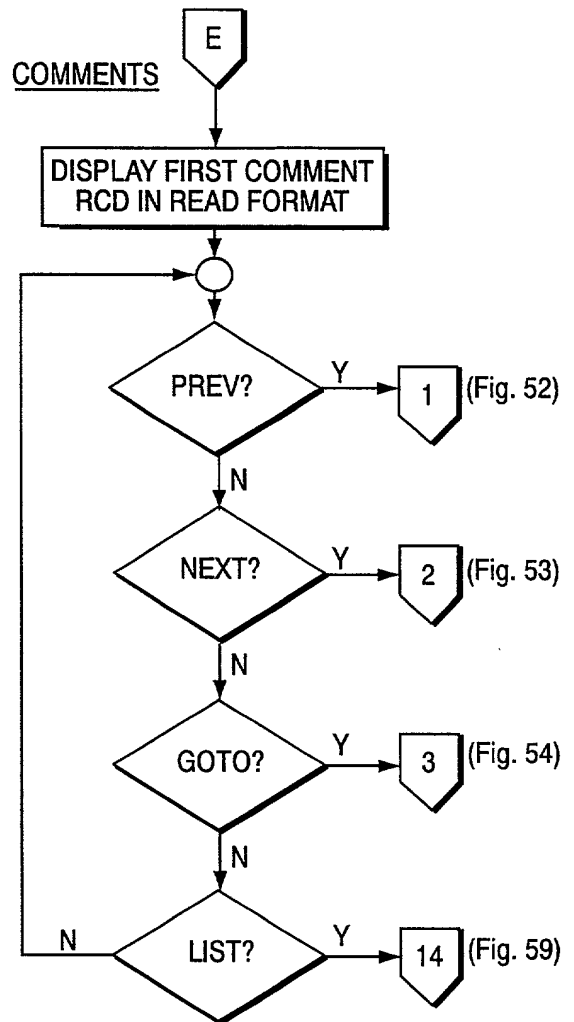
**Fig. 42**



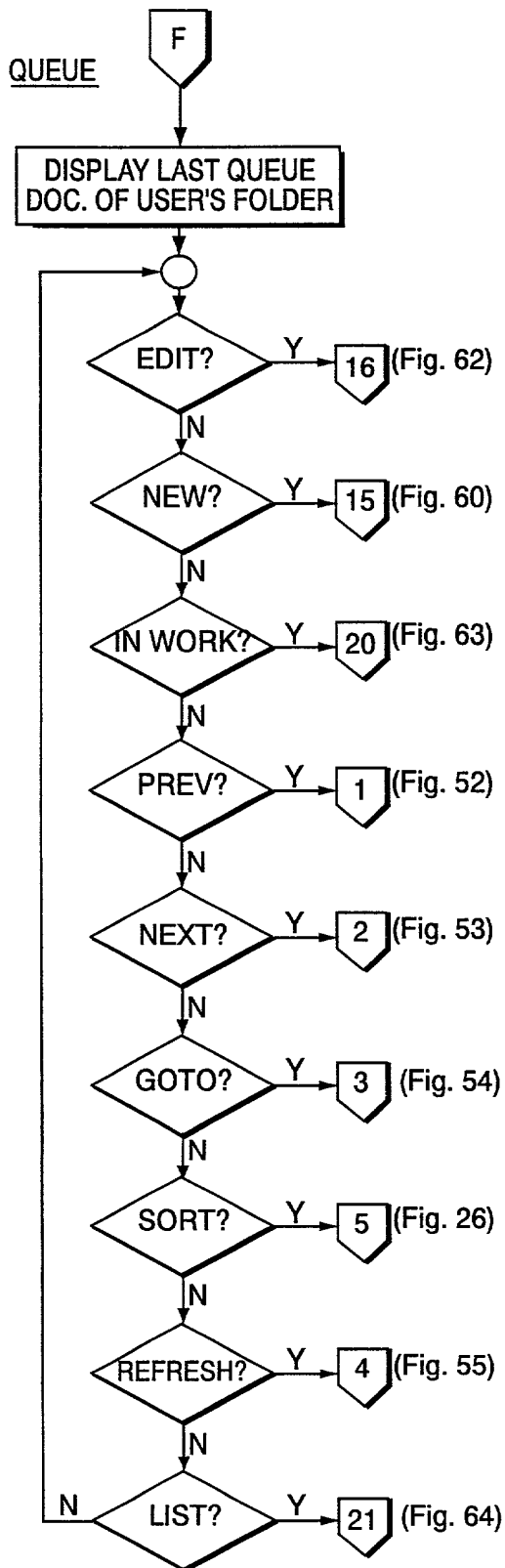
**Fig. 43**



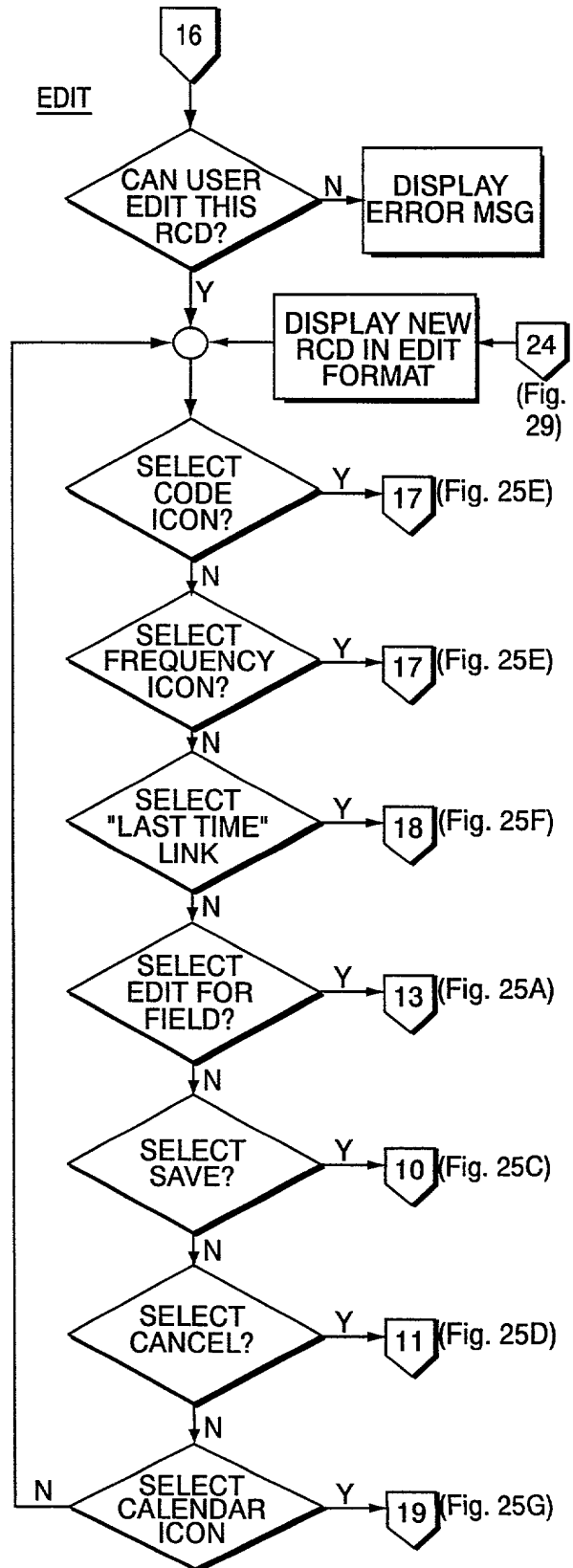
**Fig. 50**

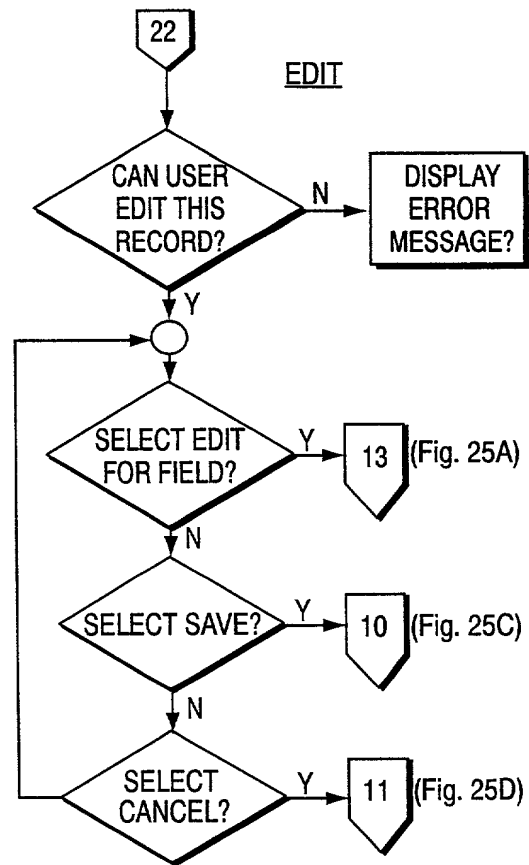
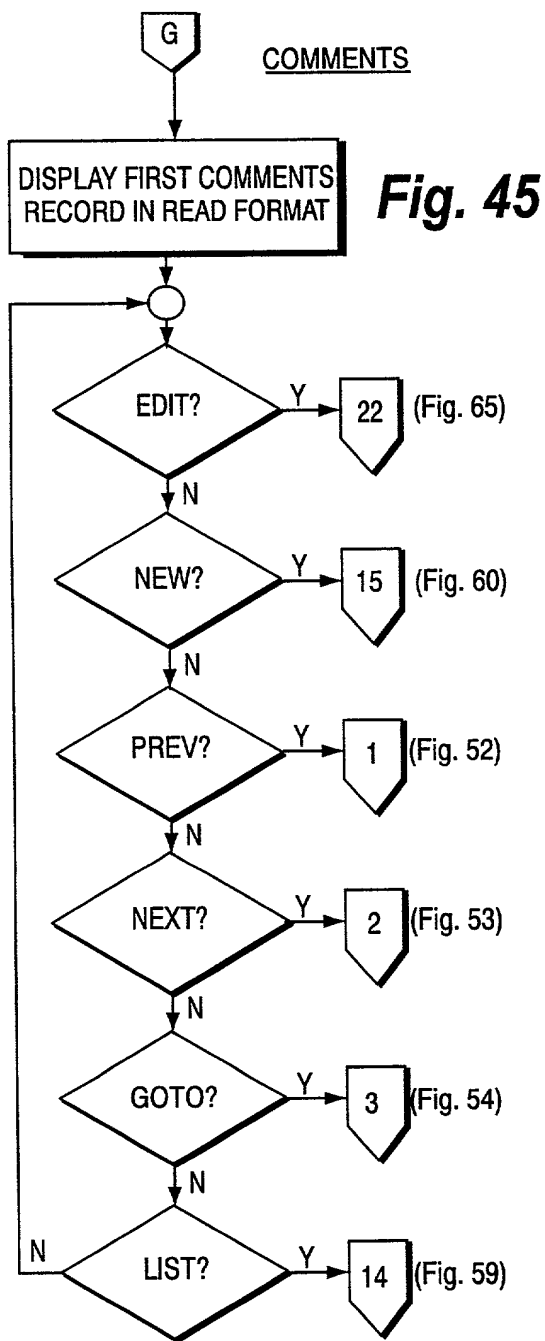


**Fig. 44**

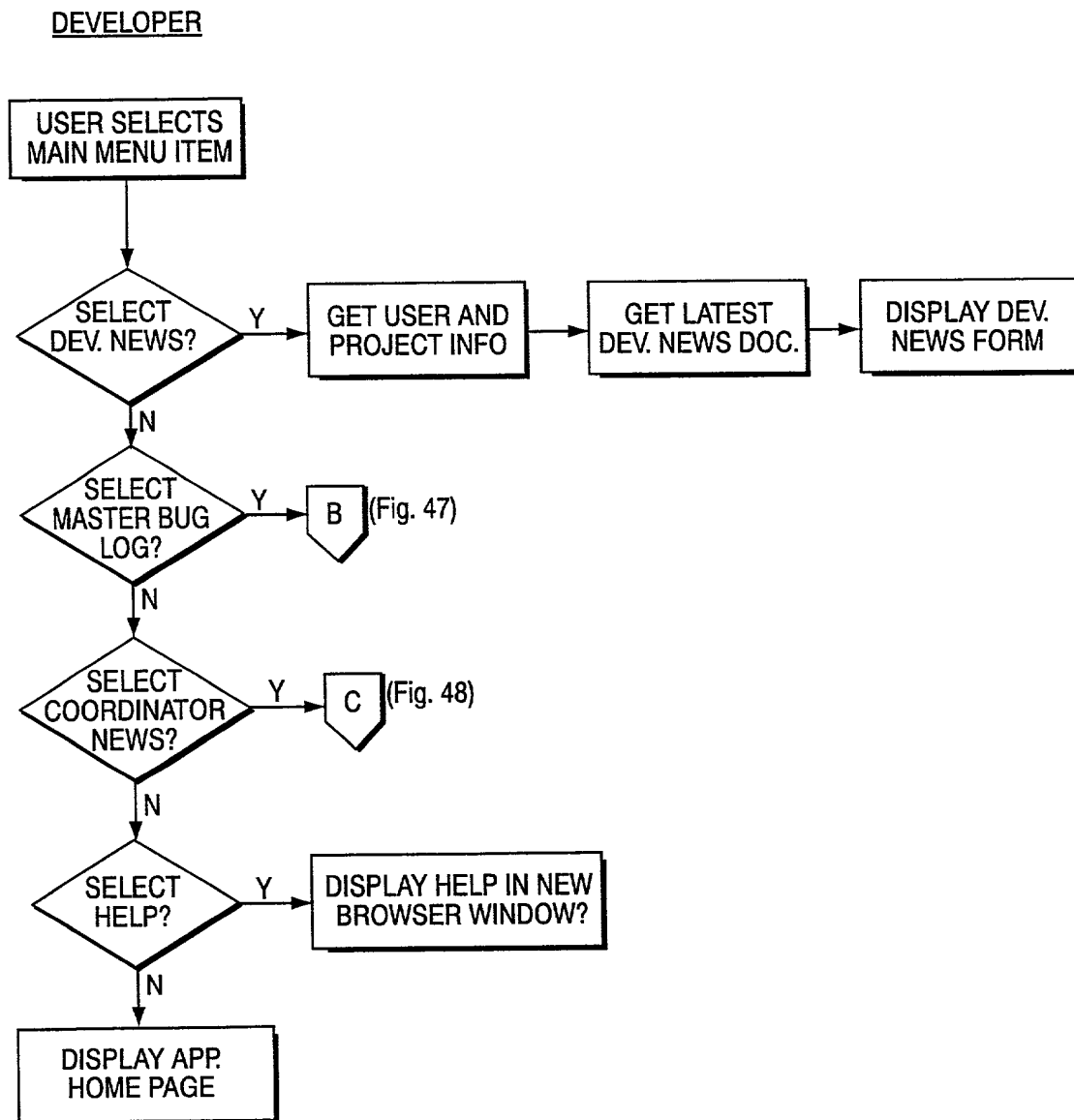


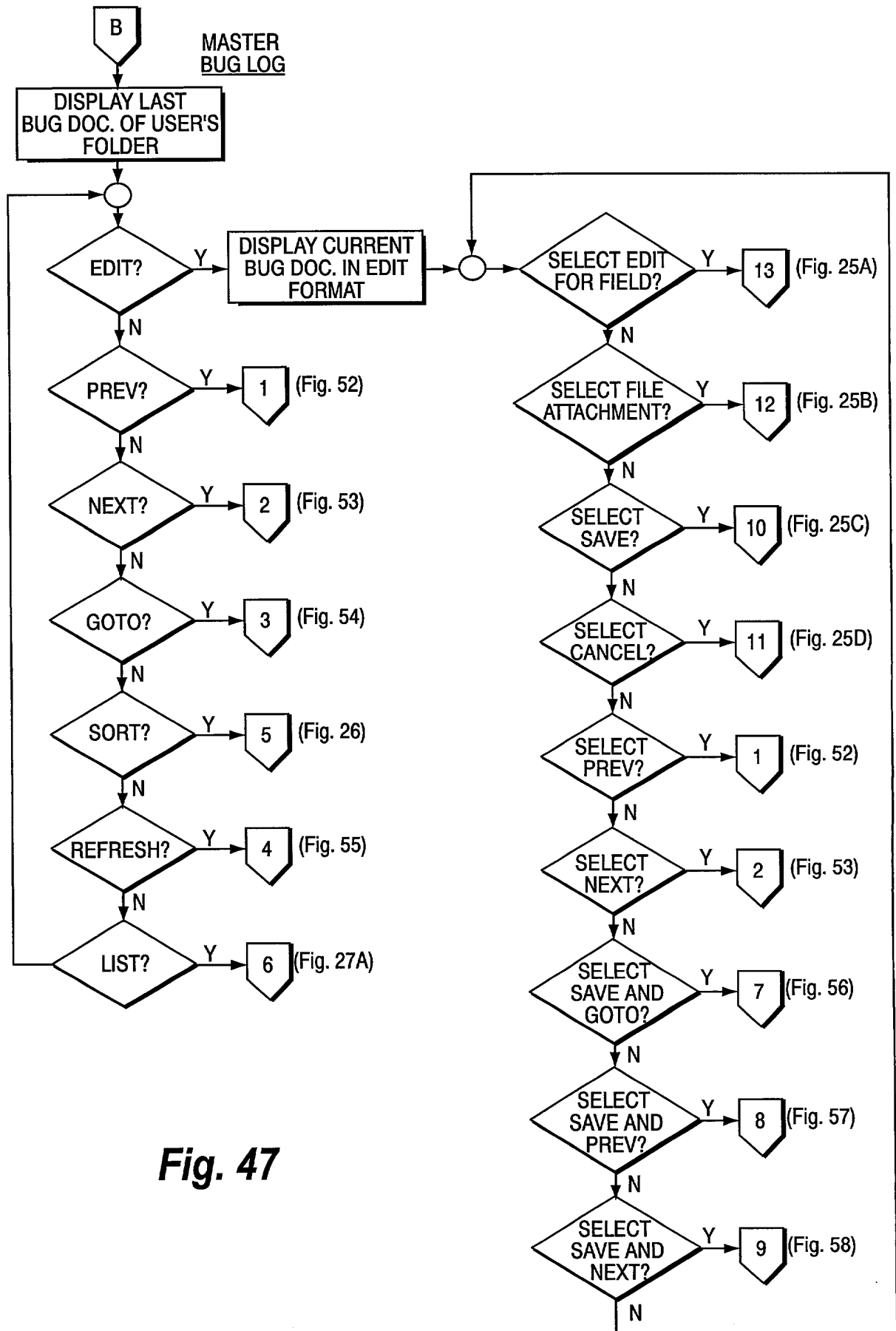
**Fig. 62**



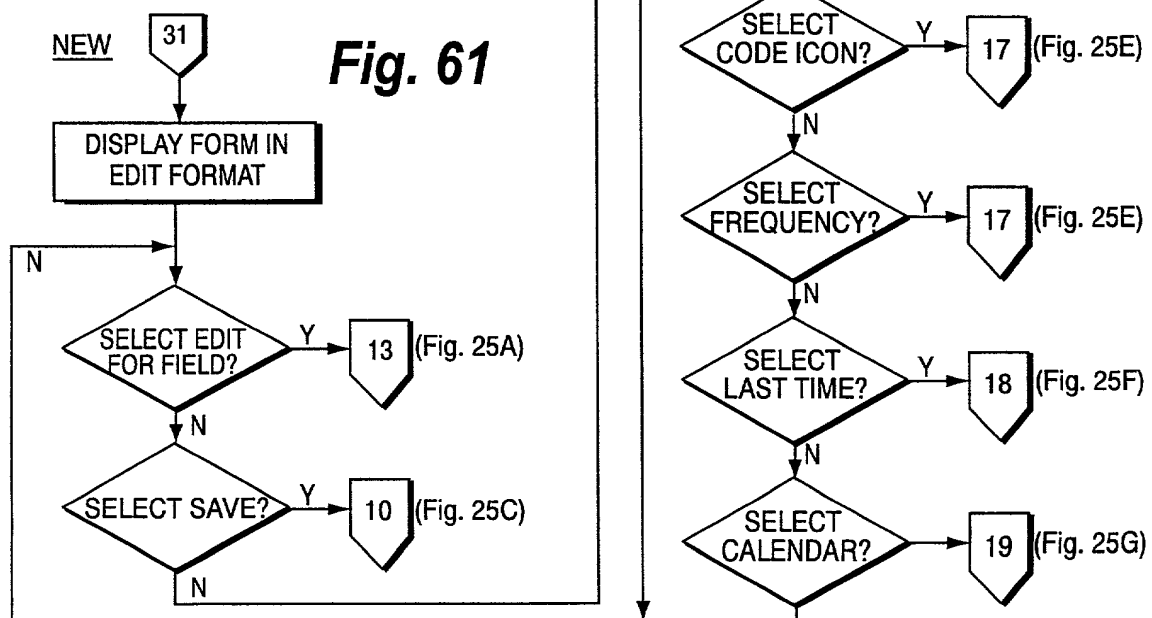
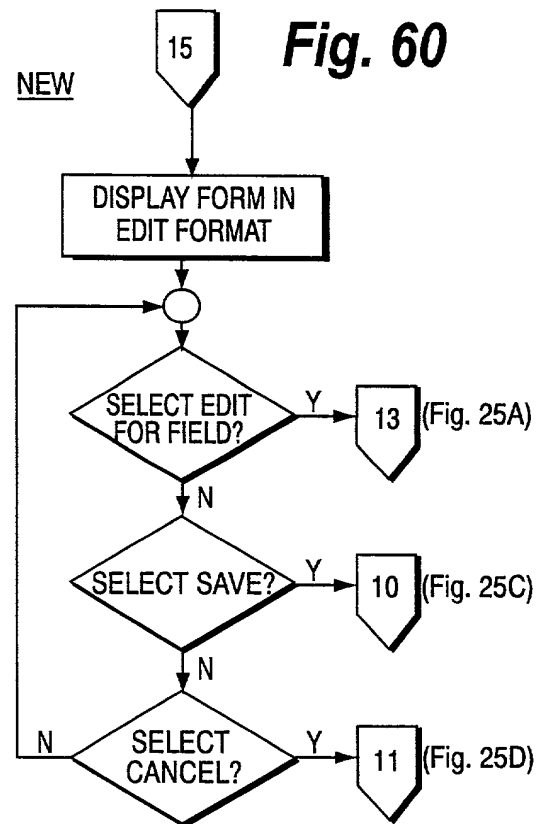
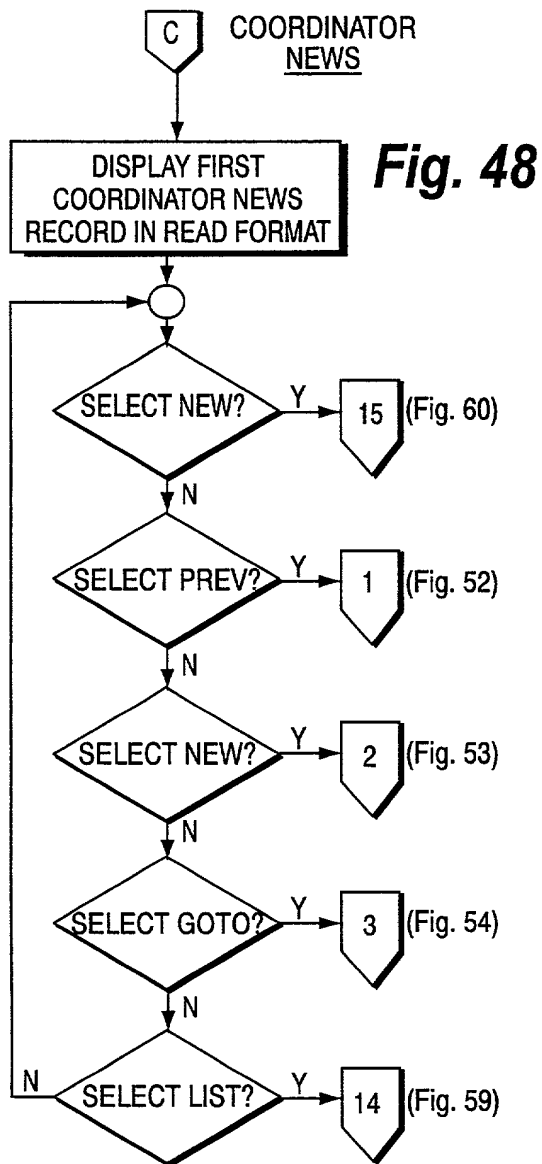


**Fig. 46**

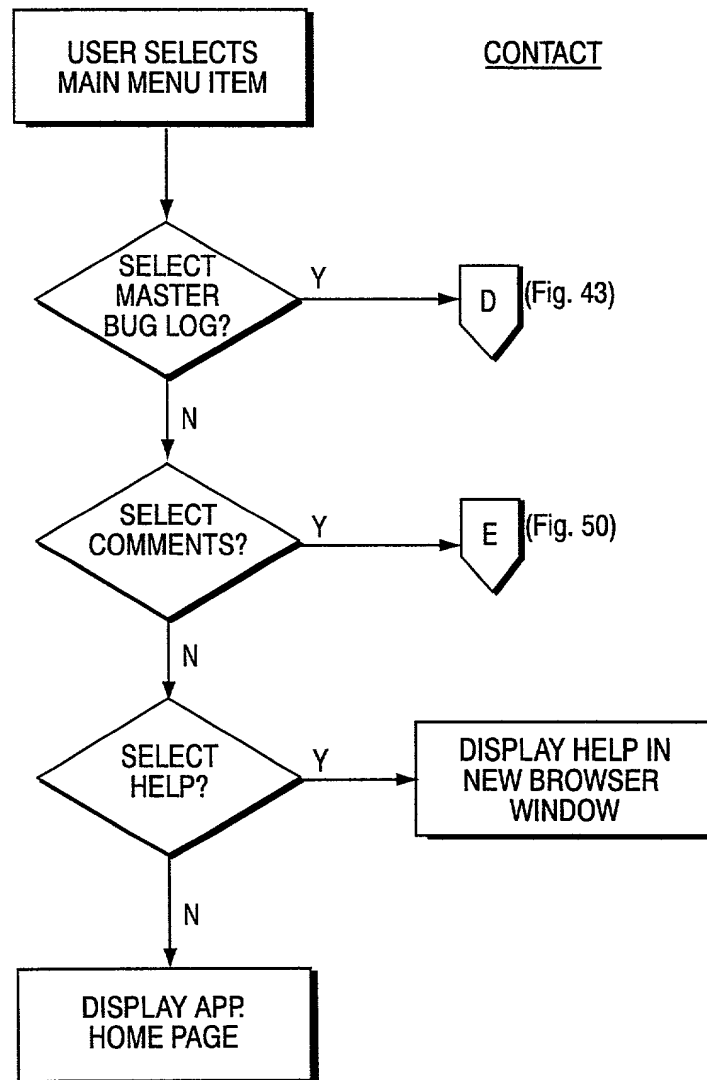




**Fig. 47**

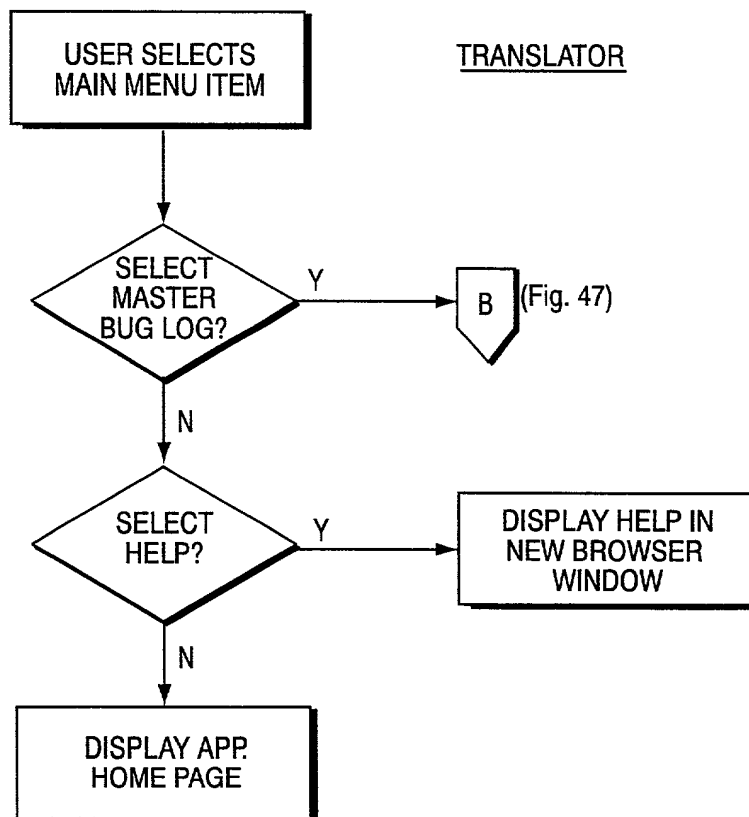


**Fig. 49**

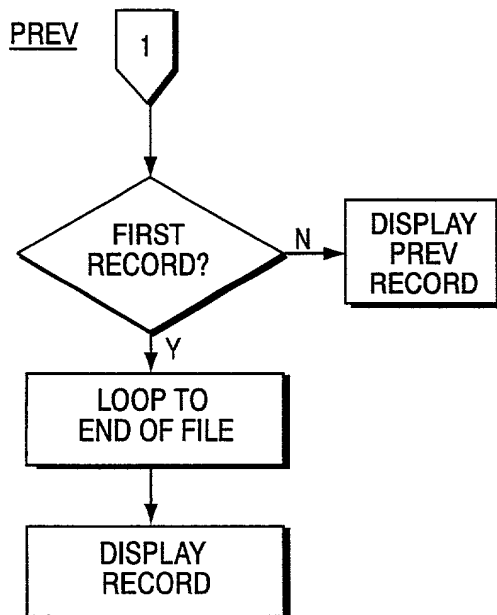




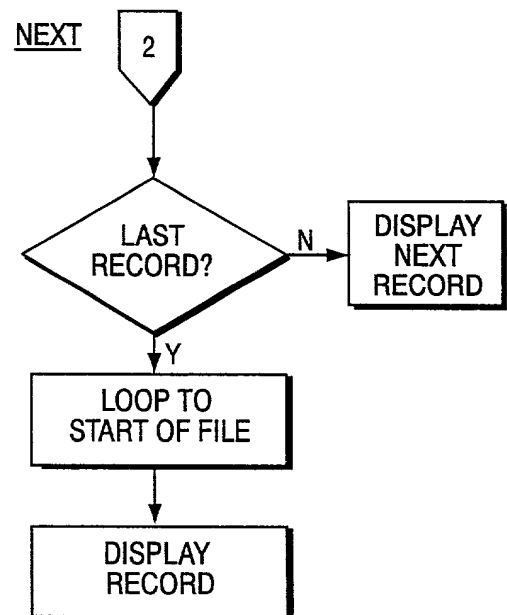
**Fig. 51**



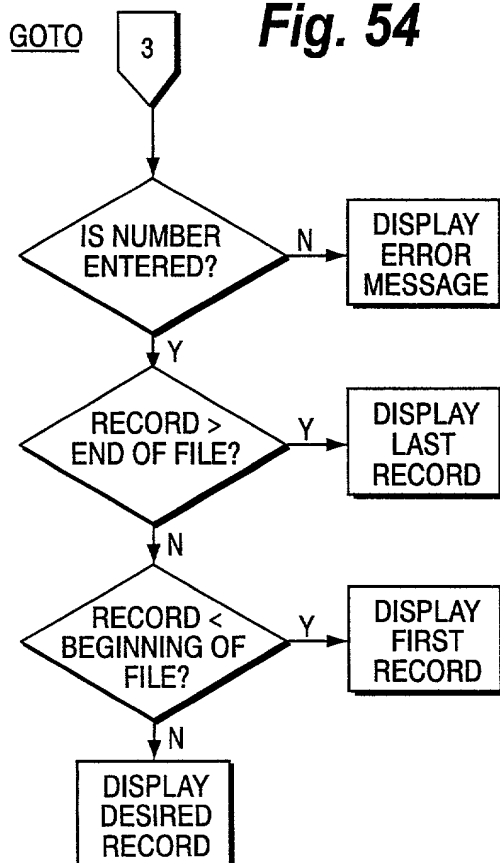
**Fig. 52**



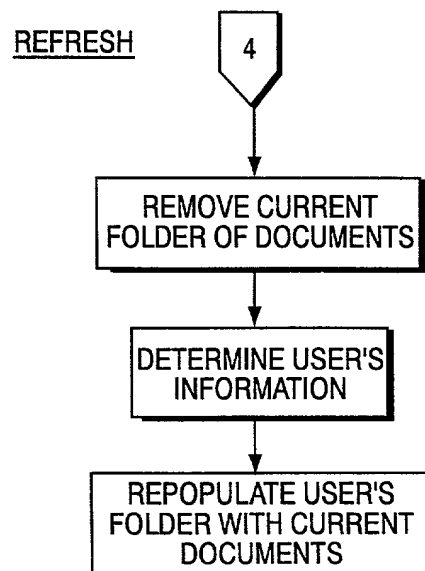
**Fig. 53**



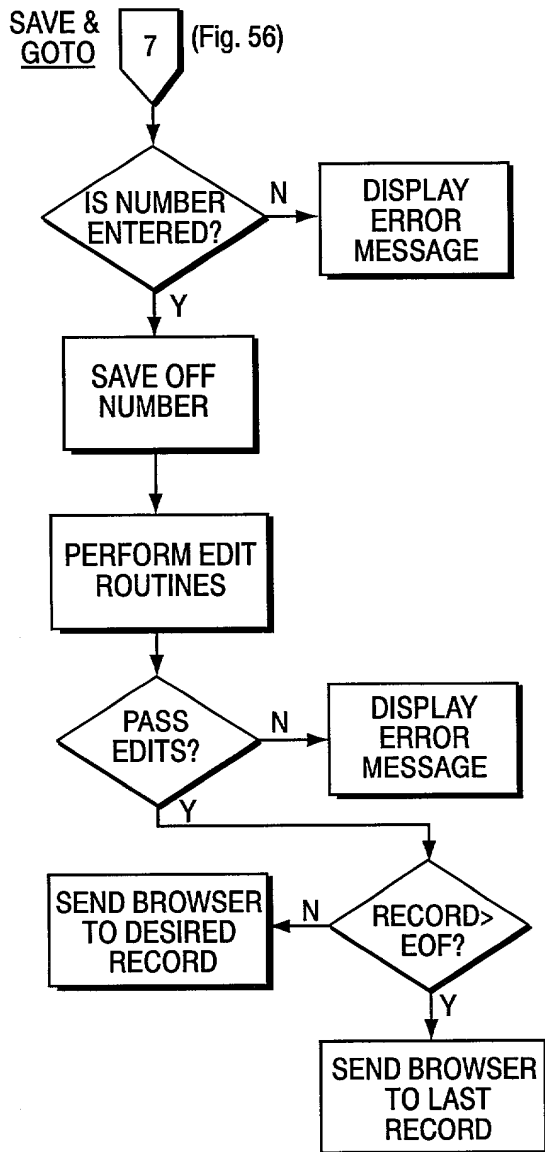
**Fig. 54**



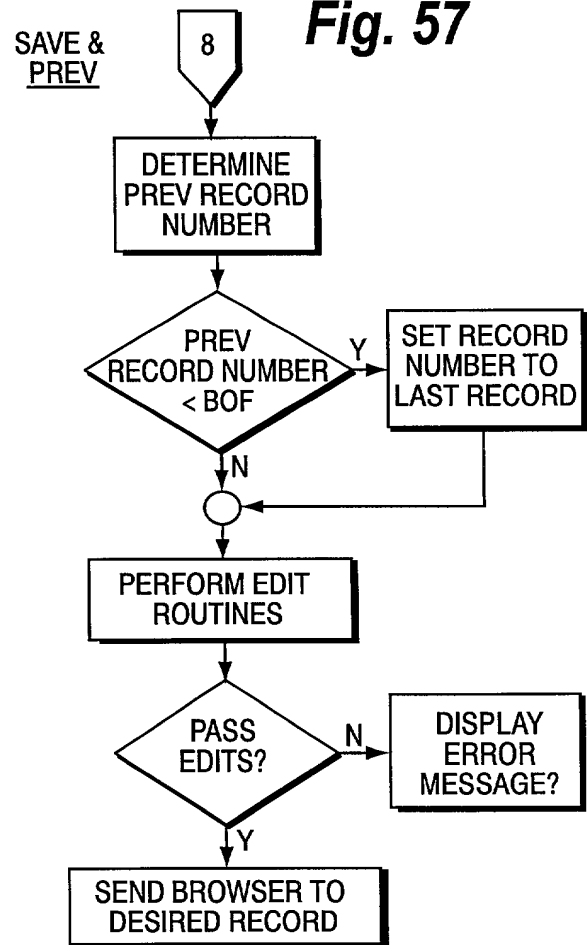
**Fig. 55**



**Fig. 56**



**Fig. 57**



**Fig. 58**

